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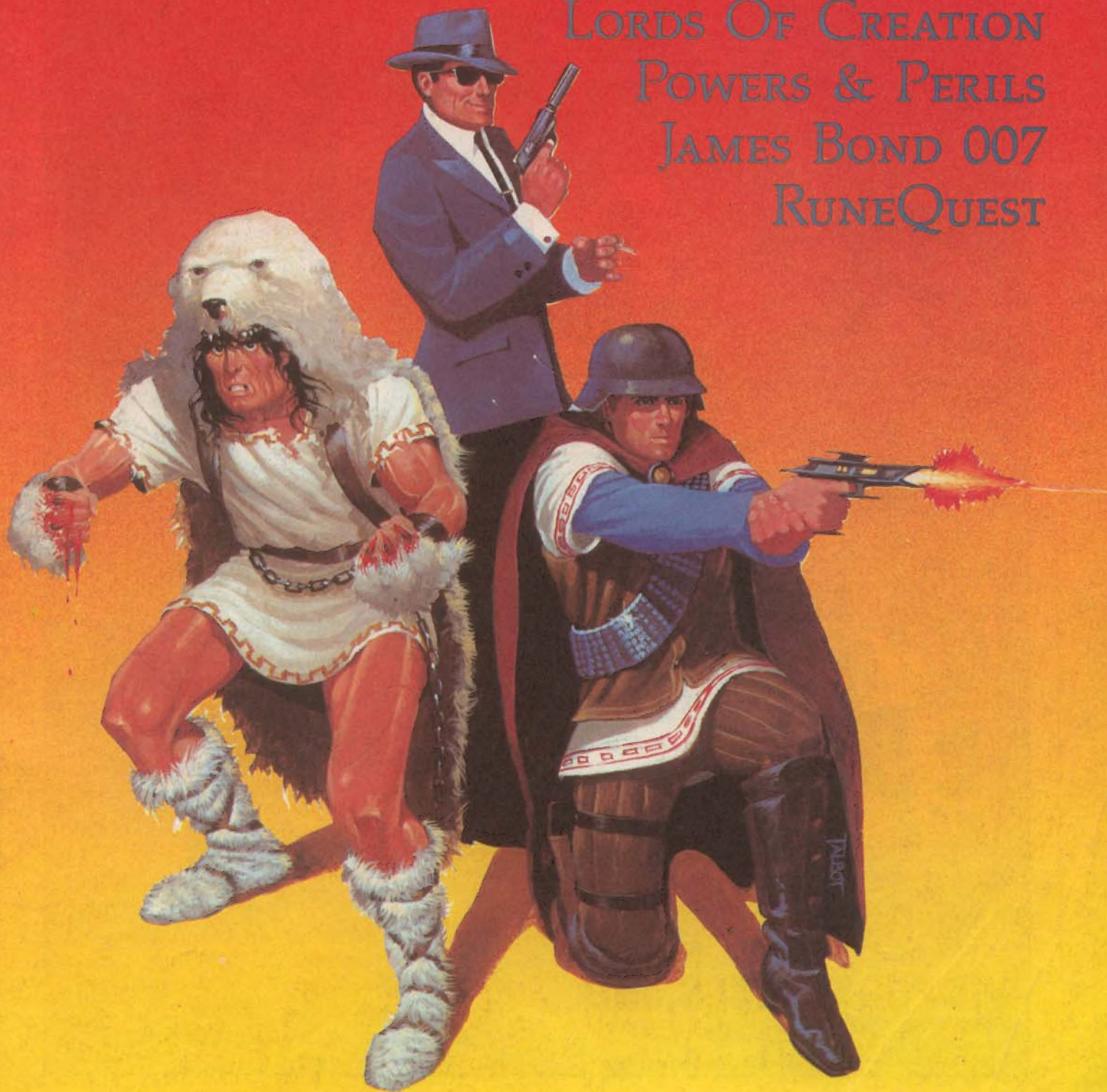
Volume I, Number 1

The Role-Playing Magazine

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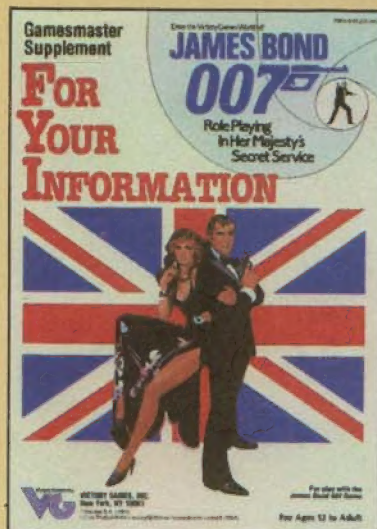
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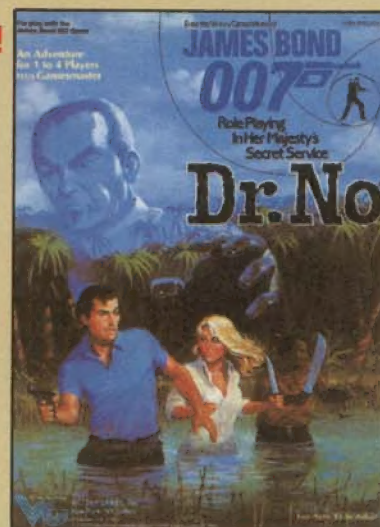
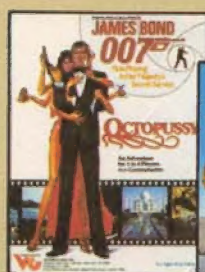
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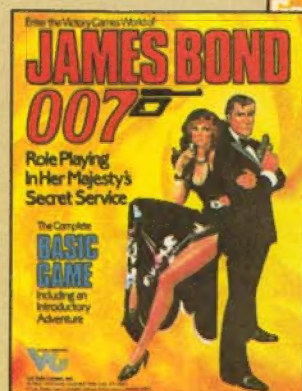
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Volume I, Number 1

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- LORDS OF CREATION

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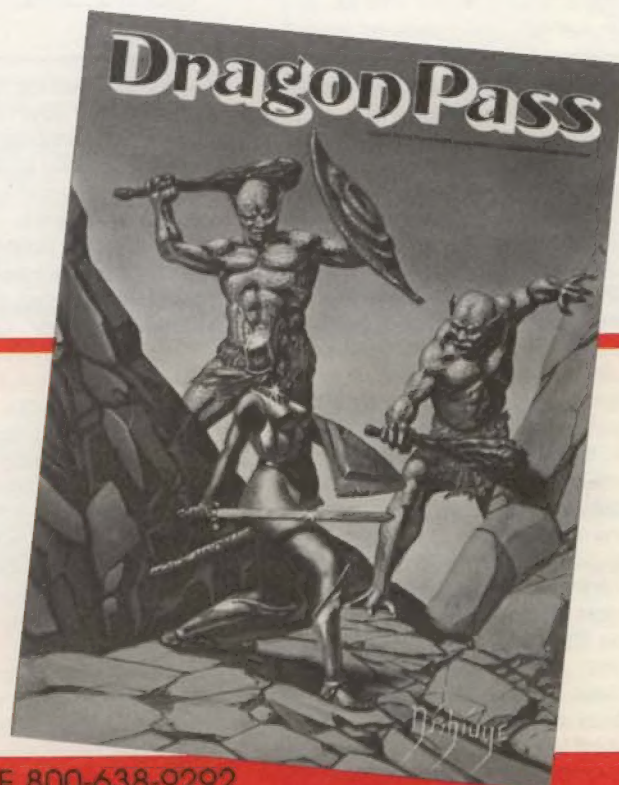
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History of the Lunar Empire

Part One: Birth of the Goddess to the Rise of the Red Moon

My first contact with the world of Glorantha came when I bought the RuneQuest rules many years ago. While my interest in playing the games declined (working for a game company tends to do that), I continued to shell out the shillings for anything that had to do with that strange and wonderful world. To give you the same pleasure, HEROES forthwith begins a four-part series on the Lunar Empire, penned by that prodigious predilector of primitive planes, Greg Stafford.

Around the year 700, portions of Fronela were engaged in a deep and intense war over succession. Among the contenders was Syranthir Forefront, a skilled knight and general who gained his name from his particular form of battle, which was to give strict and explicit orders to his officers, ride to the front of his army, watch the events, and be prepared to lead the decisive charge himself.

He left home and enemies after being betrayed by his wife and brother. His army, ever loyal to him and having as little to lose as he in the ravaged land, set off to follow the Great River (the Janubian) inland, eventually finding employ by the Sweet Sea merchants to combat the savage Baloris barbarians. Settling that, Syranthir and his army set out eastwards, to lands unknown to civilized peoples.

Around 729, Syranthir met the people of Lake Oronin, who guided him down the Oronin River to the place where Dolebury, later the Carmanian capital, was established.

The Carmanians established a feudal society upon the "pauper farmers" they encountered, and pressed their conquests into the rich river territories. They were militarily feudal in nature, favoring an armed nobility superbly trained and equipped to a rabble of foot soldiers. They also introduced a new

type of farming into the land, which increased the yield of every field it was used upon. Finally, they brought the Third Eye Blue cult of metalsmiths to Peloria. These innovations, and with a brute band of gods to maintain their power, established the Carmanians early, and greatly aided their growth.

They eventually helped the Empire of the Wyrms' Fiends dispose of the decadent Dara Happan Empire, and led nations aiding in the disposal of humans and dragonewts of Dragon Pass many years later.

By the time of the war with the Lunar army, the Carmanian Empire had changed little in internal structure, despite its conquest of large territories and populous cities. Metal-smithing had spread across all of Peloria, and the old agricultural methods were known to the enemy. The old kingdom could not respond to the changes forced by the Lunar Empire, and collapsed under pressure.

ZERO WANE: The Goddess on Earth The Birth of the Goddess & Establishment of First Blessed Sultanate

1220 S.T. is the recorded and accepted date of the birth of the Red Goddess. The event took place in a town, Torang, in the land of Rinliddi within the region known as Peloria. The magical event which precipitated this divine act was brought about by a conspiracy of seven beings, later known in the religion as the Seven Mothers, although three of them were men.

At that time, Rinliddi was broken into small, mistrusting duchies, each ruled by established dynasties, and each working for their own petty ends. To the west the Carmanian Empire manipulated the border duchies, while to the east, the increasingly

hostile horse-barbarians were regularly raiding the country in growing numbers.

Little is actually known of the political motives of the Seven Mothers. Lunar legend gives them only the highest praise and moral righteousness. Other hints indicate that political expediency and a simple lust for more power motivated at least two of the conspirators.

Whatever their motivation, their results were permanent and inspired.

Four days before the birth of the goddess a horse tribe shaman, who was probably in the conspiracy as well, ambushed and wounded the Carmanian wargod (Humakt) during a ceremony in Spol while an enchanted hunt had drawn off most of the regional nobility. The birth was attended by three miraculous signs: the Young Elements appearing to promise homage, the Song of the Animals, and the Spider's Protection. Shortly afterwards the Spol noblemen who managed to return from the hunt began a search for the infant goddess which resulted in their deaths. Shortly afterwards Torang declared itself in support of the Goddess, followed by other towns nearby. A battle on Arcos River established the ragtag army and nation of the Goddess, and the followers immediately named the battle "First Victory". The Goddess, in turn, named her new lands "First Blessed," and named a lover as first Sultan. In 0/6 1226, the army of the Goddess drove off neighboring invaders at the "Battle of Eleiu Hararn," established her control, and expanded her territory. In response to harassment and plain desire for additional territory, the Goddess began encroaching upon the neighboring duchies who did not join her rule.

In 0/8 (1228), while raiding the territory of Duke Nandelus, the Lunar army was confronted by a major nomadic invasion,

The Seven Mothers

Queen Dee'zola

"The Binder Within"

Formerly a priestess of Arachne Solara and a ruler of the lands on the Arcos River. In the Lunar Pantheon she is the Keeper of Vows, Avenger of Wrongs, and the Unshakable One.

Jakaleel the Witch

"Spindle Hag"

Once a priestess of Zroak Zoran from the Mountains of Jord, on the Pantheon she became the Mistress of Black Magic, Keeper of Vile Secrets, Source of Misery.

Teelo Norri

"Young Love"

A girl apparently drawn at random from the many of Torang's streets for the ritual. In the Pantheon, she became Spring of An Eternal Youth.

Irippi On Tor

"The Brown Man"

A sage from Yuthuppa, probably a friend of Duke Yanafal's he became the Master of Secrets from the Goddess.

Unnamed Servant

"She Who Waits"

An enigmatic entity whose presence is nearly ubiquitous, but whose exact function and purpose are not revealed even in later lore.

Yanafal Ta'arn'is

"Ram and Warrior"

An outlaw nobleman from Yuthuppa who managed to wield considerable influence even after his exile by Carmanian authorities, he became the War God for the Lunar Pantheon.

Danfiv Xaron

"Bridge for the Seeker"

A bloodthirsty outlaw who volunteered for a dangerous task and whose partial success resulted in his immortalization. In the Lunar Pantheon he was Gatekeeper, Savage Guardian, and Night Watchman.



FRONELA/PELORIA REGION SECOND AGE ONE INCH = 240 MILES

possibly at the hire of said Duke. At least four tribes had sent warriors, probably numbering some 12,000 riders in all. The engagement is called the "Battle of Seven Horses," because the goddess captured that many trained steeds from their barbarian Rune-lord masters. One barbarian contingent was virtually annihilated by a dazzling array of magic from the Goddess, two others wasted themselves upon fixed Lunar infantry squares on a hilltop, thanks to the promptings from the Lunar mages. The last contingent, the Char-Un, were fixed into place first by spells, and then by enchantment at the spectacle of their allies' destruction.

At the end of the day, the Char-Un warriors swore loyalty to the Goddess in the most demeaning terms, virtually offering themselves in slavery to her. She accepted, and shortly afterwards the savage barbarians moved close to the Lunar lands, shielding the eastern border from the other nomads. They grew quickly in strength, thanks to Lunar money and training, and were loyal allies through the whole period of the Goddess' stay on earth.

In 0/8, after the Holy Time to the end of the year, the Goddess left the mortal realms upon adventures which carried her beyond the lands of her followers.

Two years after her departure the Carmanian sorcerer Mahedres Redbeard, who had served four generations of Carmanian kings, declared that the Goddess was gone, trapped in the Seven Teeth and Two Jaws, and that her lands were ready for reconquest. Yanafal Ta'arn'îls, the Superhero, had gone to try to rescue her, and the other remaining Mothers were unable to properly defend the lands of First Blessed.

Probing attacks were followed by invasions and culminated in 0/12 (1232) when the Carmanian army marched to the walls of Torang, besieging seven forts or cities along the way, and laying assault ladders upon the walls of the sacred city five times before the arrival of the relief army under the command of the returned Duke Yanafal.



"The Battle of Chaos" was a three-day affair, excluding the skirmishing between scouting cavalry as the armies closed. The first fight took part far from the city, when a tribe of Char-Un cavalry took the initiative and attacked wildly down the main road, drawing much of the Carmanian infantry to stopping it in the late afternoon. A solid infantry square held off the Char-Un, and awaited reinforcements which scared off the cavalry. But the maneuver had been a feint, and a select band of people managed to break out of the city and join their friends outside. There followed a Lunar ritual which lasted two full days; a dangerous attempt to find the Goddess wherever she lay.

On the second day the alerted Carmanians drew up to await the Lunar relief forces at Horgaf's Pass. The half-crazed barbarian Char-Un gladly charged at the Carmanian Knights, who impetuously met them with charge and countercharge. The heavily armored knights carried the day, but were too winded to follow up properly against fresh spear and bow men.

During the night fresh troops arrived from the Carmanian armies left behind to

besiege the forts. The Lunar ritual had rewarded them with several valuable allies, and a force of Yuthuppan mercenaries had arrived as well, with a mercenary force of Sable People. But the Carmanians still outnumbered the Lunar forces, who were relying heavily upon magic to withstand the attack.

On the third day the Lunar forces stood desperately on the defensive while the Inner Circle magicians finished their long search for the Goddess. The army formed into a large square atop a hill where the exhausted magicians and Char-Un took refuge. The Carmanian commander threw his infantry against the fortified position and managed to breach it with his own leadership and magic. The Char-Un reserves fought poorly on foot, and the Carmanian knights had reached the sacred Lunar band and had slain two of the Mothers before the search was completed and the Goddess appeared.

She came riding atop the demon known as the Crimson Bat, a creature from Chaos itself, with unearthly powers and abilities even when constrained to the Physical Plane. Never before had a mortal exhibited such control over a Chaos creature, but the Carmanians were not heir to such knowledge. The Goddess rode among them, spreading appalling death wherever she went, and driving many mad who were unable to defend themselves against the mind-warping properties of the Chaos influence. The sad survivors of this fight wandered off in a group, and roamed the countryside for generations as a dangerous band of crazed and semi-chaotic marauders known as the Mad Sultanate.

A TRAVELLER'S GUIDE TO DONARA

by Drachir Redins

TRANSLATOR'S NOTE

The commentary that follows is derived from a monumental text entitled "The Lives of the Caldan Merchants" published by Drachir Redins in the year 1297. The original folio was translated from the Marentian original by Richard Snider in the year 1984. It is an abridged commentary that details the travels of Tav S'bartav Bara through Donara in the year 1099.

"The paucity of the crop in Mordara, a county just south of our nation, creates a splendid opportunity for profit for our house. Food sells for an enormous price and the family will surely prosper if we can strike before the winter harvest comes in."

TRANSLATOR'S NOTE – An excerpt from a letter from Tav S'bartav Bara to his father Bartav S'ghavi Bara. After reading this missive, the family decided to send Tav on his trade mission into Donara without delay.

(1/24/99) At last, my first journey into the land of Donara. From all reports, it is a strange and paradoxical land. At one and the same time, it is a young, energetic nation and a land that was old before Clans Caldo and Bara first entered the pass into our home. The very thought of the diversity and knowledge that must lay in this land is enough to excite the mind and enflame the senses. I can't wait.

(2/5/99) After a tiresome journey through the snow-clogged passes of our mountains, we reached Stone Fortress – our southernmost defense against the Donarans. After a day spent resting and obtaining provisions, my caravan pressed on into Donara. Our first stop was Fortress Mordara (2/8/99), a devilishly constructed, nearly impregnable fortress that is the key to Donara's defenses against our valiant armies.

TRANSLATOR'S NOTE – In reading this commentary, the reader must keep in mind that the merchant Tav, if anything, is a rabid Caldan patriot with a great love of his country.

As a point of interest, Tav's caravan consisted of four wagons, four drivers, six Kazi guards and himself. They crossed the border loaded with food.

We dallied in Fortress Mordara for three days and found it to be a stolid and most unremarkable village. The villagers seemed, to our eyes, to be hard-working, very subdued and just a bit anxious when constables were near. This is understandable. Fortress Mordara, as well as being a great fortress, is the main prison for Donara. It houses the most deadly felons from all of Donara. The pitiful wretches that find their way here are brutally used by Baron Doran, Warden of the Fortress, to work the great mine in the area. Each

morning that I remained here, I saw hundreds of chained prisoners being led out to their labor. Each night they returned, carrying their dead. The baron must truly be a greedy and evil man to so cruelly abuse those that are placed in his charge. Oh, how blessed it is to be a citizen of a nation where such evil would not be tolerated. Sweet, sweet Caldo.

After making our connection with a prominent trader, we moved on to Mordara, the county seat, to consummate our trade. Mordara is a large village with some eight hundred citizens. Its people seem to be happy and dedicated to their work. The town's business district is jammed with ironmongers with little more for anything else.

The very morning of my arrival (2/14/99) I sold my wares to one Hosen, the largest food merchant in the city. The profit was substantial, but not what I had wanted. Noting the inexpensiveness of iron, and hearing of the high price to be had for it in Donara, the capital, I spent the remainder of the morning and the entire afternoon negotiating to fill my empty wagons with Mordaran iron.

When I returned to my wagons, after concluding a deal with Bersan the Ironmonger over dinner, I learned of the seamy side of this village. My Kazis, very upset, informed me that the only inn was an overpriced rathole called the Silver Tusk. Further, it was managed by Ghoi Caldo, an infamous felon from the city of Caldo.

TRANSLATOR'S NOTE – Ghoi Caldo was banished from the nation for bestial, perverted crimes that he committed while celebrating his appointment to the Dagger Legion. Two of his four victims died while another was left maimed and disfigured.

As I had no desire to meet this monster, we camped outside of town in our wagons. In the morning, we loaded with iron and moved south to the capital of the nation, Donara. We arrived after five days on the road and, due to the late hour, found the gates barred against us.

When we finally entered Donara the next morning I found it to be a large city, possibly larger than Bara – my home. It is built around one of the only high points in the area. As I discovered in the week that it took to conduct my business, it is segregated into two, totally different cities by the immense, double-walled fortress that surrounds it.

The outer portion of Donara, containing over 60% of its population, is a dangerous and pestulant area where the poor eke out their existence, constantly under the thumb of the garrison and their masters on the hill. A goodly number of

these people are Salaqi peasants, descendants of the former masters of the land who were brought here one hundred years ago as Donaran slaves. As a true Caldan, and loyal citizen of Bara, I was outraged at the condition of these people. They have no support from their betters. Most, if not all, exist day to day in a sickeningly harsh environment that is plagued with crime and disease.

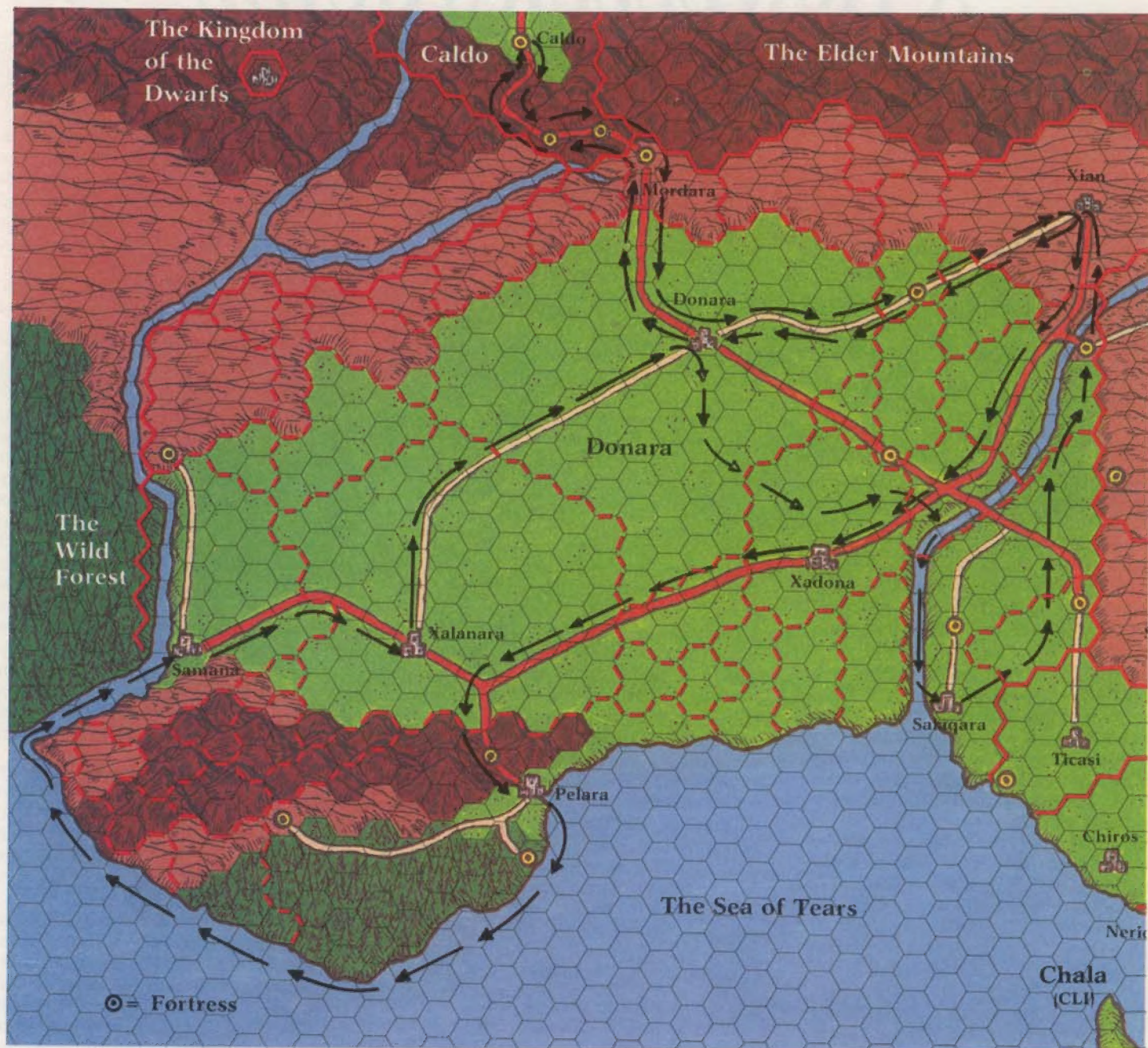
After seeing this abhorrent part of the city, I was astonished by the Inner City – where I went to trade my iron. This is the home of the nobility, the well-to-do and Donara's tradesmen. It features wide, immaculate avenues and specious markets. In truth, the sight of it made me yearn for Bara, as it is nearly as beautiful as my home. Its citizens sustain themselves with the finest goods available in the world today. They have a grand and placid life, all within their wall. In comparison to the outer city, which is a festering boil, the inner part of Donara is paradise. Clearly, in Donara, the wealth and status of the individual is a great part of the difference between a generous, even luxurious, existence and a day-to-day fight for survival.

When I sold my iron I had decided to extend my trading in this nation – for the profit of the venture. This decided, I acquired Donaran textiles and the local wines and left for Xian, a city in eastern Donara. On the morning after I acquired the final load (2/28/99) we set out.

Some three days into this journey, my outriders came upon the bodies of three travellers – dead. They had been horribly mutilated by the talons of some terrible monster and left to die. Their mounts, if indeed they had any, were nowhere to be found and they had no property of any real value. After burying them, we moved on with great caution.

The Principality of Xian differs from the Donara that we had seen thusfar. It is a far older culture, dating from before the Don host entered the land. To my eye, its people are a much more understandable and honorable lot than the Donarans. Though they are somewhat shy and reticent with strangers, they give due place to the family and take pride in the strength of those that lead them. While they lacked sophistication, their refreshing honesty and graciousness endeared them to me from the start.

TRANSLATOR'S NOTE – While reading Redins' commentary about other lands, keep in mind again that he is a fierce patriot of Caldan, and that will tend to color his views a little.



At this point, somewhat exhausted from my journey, I decided to rest in Xian. The next seven weeks were spent enjoying the hills of Xian, trading with passing caravans on the great road and regaining our strength. With the onset of spring (4/19/99) we joined a Marentian caravan that was travelling to Pelara, by way of Xadona.

TRANSLATOR'S NOTE – Xian is essentially rural in character. The city is small, constructed out of wood and well-kept. Most of the citizens of the principality live in the hills, existing as miners, herders and hunters. Tav's friendship for them is most likely derived from a shared emphasis on the family and his atavistic fondness for the wild life of his barbarian forebears.

Xadona is a strange city, especially when it is viewed with Donara in mind. It is the most well-organized city that I have

ever seen. The streets are clean and the housing, even in the poorest sections of the city, is solid and beautiful. Under the current Donan, ruler of the province and heir to the throne of Donara, the city has been rebuilt and greatly improved. The rights of the citizenry have been increased. Even the Salaqi, who make up a large share of the cities population, share in the benefits of full citizenship. Both Donan and his wife, the Donana Zephara, are loved by their subjects.

TRANSLATOR'S NOTE – The Donan of this period instituted important social reforms while he ruled this province. The older, infested areas of the city were burnt to the ground and re-built at his expense. Great public works projects made Xadona the showplace of the nation. When he assumed the throne in 1110 he was instrumental in re-uniting the people of Donara and, 1123,

became Donara's first Emperor.

As we discovered in the four days that we remained in this city, Xadona is the most cultured city in Donara. It has a high level of intellectual achievement. Within its walls are immense structures that are devoted solely to the pursuit of knowledge, which they call Gavilaria. Their justice system, administered by Donan's mentor and adviser, the wizard Morian, operates without the use of any kind of physical torture. Guilt is determined through the use of magic herbs and spells. The verdicts are always quick, fair and honest in every way. I know this to be true for three of my Kazis were arrested and found innocent while my caravan was in this city. I am glad that it did not happen elsewhere in Donara. Elsewhere, if found innocent at all, my men would have been useless to me when the inquisitors were through with

them.

TRANSLATOR'S NOTE – *Until the revision of the Donaran constitution in the year 1121, torture was an accepted means of getting felons to confess to their wrong doing. As a result, in most parts of Donara, the great majority of persons that are arrested are convicted of the crime that they were arrested for.*

After a pleasurable sojourn in Xadona, we left for Pelara (4/25/99). Pelara is the largest and wealthiest city in Donara. It is a major sea port that handles over 75% of Donara's sea trade. On any day, hundreds of vessels can be found anchored in its spacious, heavily fortified harbor. When we entered the city, after passing the old border fortresses of the principality, mining towns and beautiful manors, we again found the normal Donaran mixture of opulence and squalor. Here it was even more pronounced than in the capital city.

The hills of Pelara contain beautiful temples, fine manors and an immense old castle that is the home of its Prince. On the swampy, muddy flats, the common citizens live in a fetid area of twisting alleyways and squalid housing that is repugnant to my senses. In some parts of the poorest quarter, the dwellings that they call home are only partially roofed and hardly shelter at all. In Pelara, money is all important if one wishes to live in comfort. Without it, life can be a daily struggle against death.

Another terrible feature of Pelara, which I experienced first hand, is the presence of a large, well-organized guild of criminals. This group, through terror and powerful connections in the city, literally rule the poor sections of Pelara at night. In the three days that I was forced to stay in this town, two of my Kazi were badly beaten and robbed and one of my wagons, loaded with copper from Xian, was stolen. My report of these atrocities to the local constabulary led to a "search" which resulted in nothing.

Later, when an unsavory man with two armed companions demanded that I pay him tribute in order to retain my wealth, I decided that this city was not a fit place for man. After soundly thrashing them, with the aid of my drivers and the Kazi, I ventured to the wharf and contracted a vessel to carry us to Samana. Within three hours, we were loaded and on our way west.

TRANSLATOR'S NOTE – *During this period of Donara's history, the Pelaran Thieves Guild contained over five hundred full time and associate members. Its influence extended up to two hundred miles from its base in Pelara. Without a doubt, it was the most powerful criminal organization in the nation. Its master at the time of Tav's journey was named Skel, a brutal vicious and cunning killer with a great love for wealth and other pleasures.*

Our vessel landed in Samana after two days at sea (5/3/99). Samana is an exceptionally strange city. Those of its citizens who can afford it live in manors outside of the city. Even its Prince refuses to reside

In Samana, the Sidh are considered to be devils. They are exterminated on sight, captured and executed or captured and used to train young elf-hounds.

within its walls. Only the poor reside within its walls. With this being the case, it is easy to understand why Samana was the poorest, dirtiest and most run-down city that I saw during my time in Donara. With a perverse wit, one might even imagine that the city walls were designed for keeping the poor in and not the enemy out.

TRANSLATOR'S NOTE – *With the prime cash crop of the principality being wine, the ownership of land is of immense importance in this principality. Thus, an important way to show one's status is to acquire, and live on, large tracts of land. This is also one of the underlying reasons for the extreme hatred that the people of Samana have for elves, i.e. the elves keep them from extensive lands that they feel should be theirs.*

As I discovered during my trading, fine dogs are highly prized in this principality, with large, fierce and fast hounds being especially preferred. Most families have at least one dog and a great number of the larger ones (25%) are trained to track and hunt Elves by scent. Every citizen of Samana that I met had a fierce hatred for the Sidh races, especially elves. I myself witnessed the death of two elves that were cornered by three hunters and their pack of twelve elfhounds. While I have no love for Elf-kind, as my rare associations with them have left me impressed with their arrogance, they should not be destroyed in this manner. After all, they are an intelligent and cultured people with an honorable determination to exterminate the true menace to the world, trolls. For their part in this great cause, surely man can tolerate their arrogance and condescending attitude.

TRANSLATOR'S NOTE – *In Samana, the Sidh are considered to be devils. They are exterminated on sight, captured and executed or captured and used to train young elfhounds. Tav's attitude on the ill-treatment of elves is derived from the perennial conflict that his people fight against the troll hosts of the Elder Mountains. Since their arrival in Giant Pass more than six hundred years ago, they have been in an almost constant state of war against trolls, giants and other large creatures that were created by Kototh.*

The morning after the elf-murder, I loaded my remaining wagons with the fine wines and tapestries of Samana and headed east to Xalanara (5/10/99). On the way we had a strange encounter with a passing magician who, in exchange for a few bottles of wine, gave us a charm to ward off the monsters of the road ahead. It was truly an efficacious amulet for we encountered

none on our journey. When we later tried to sell it in Xalanara, we discovered that the adepts of this rural backwater know little about such magics as all of them said that it was only a worthless pebble in a sack, it had no magical value. Pure nonsense of course. Later we found a passing barbarian who was more than happy to add its luck to his benefit in the travels to come.

Xalanara is a rural city. It is surrounded by large ranches and pastures. The business of this principality is horses and cattle. Some of the finest livestock in the world is raised on these plains. The city itself is a dingy place with little to recommend it to the sophisticated traveller. The center of the town contains a large market square that primarily contains leather working shops, food stalls and corrals. The few taverns that are present are of two types, exceptional quality private clubs and public houses that are overly expensive. Finding the prices for horseflesh extremely low, and the quality high, I took the opportunity to trade for new draft horses and mounts. Two days were consumed in conducting this and other minor business. At the end of this time, we left the city heading east for Donara and home (5/16/99).

When we reached Donara I chanced on Chai Salav Caldo, a brother merchant. After much conversation, he informed me of immense profits that could be made in the Duchy of Salaqara, selling food and weapons to the Salaqi of that area. Though he stressed that such trade was a capital crime in Donara, the immorality of the restriction on the rights of this people and the profit to be had outweighed the potential danger of the situation. I determined to take the men of Salaqara all of the weapons that I could possibly lay my hands on. Through Chai, I made contact with a "tongueless" armorer and a guide that knew untravelled ways to reach Salaqara. After two weeks, I took delivery of the weapons, loaded my wagons and left the city.

The journey to Salaqara took two weeks. We travelled the road for three days and, led by our guide, turned southeast and left the road. For the next seven days we travelled by night through the plains. On the night of our tenth day we reached the river and, to our dismay, found it to be unfordable. The next morning, while building rafts to float our wagons, we were attacked by a boatload of river pirates. Though we defeated them, our guide and one of my Kazi were killed. Others were severely wounded.

After this encounter, I decided to forget the wagons and animals. We released the horses and burned the wagons. After loading our goods on three rafts, we began our journey down the river Salaq. (Which the Donaran's prefer to call the River Don.) During our second night on this river, we had a terrible encounter with strange creatures from the water below. All of us were burned terribly by the acidic touch of the blue-skinned women that assailed us. One Kazi and three drivers were killed in the defense of my property. All of us were badly burned before we discovered their weakness and destroyed them. It was a horror.

On the third night, hours before we landed east of Salaqara, a strange serpent attacked us firing Lightning from his eyes. Terrified, we fled with due haste but could not avoid losing two more men and one of the rafts.

Using the guide's map, we moved into an old ruin on the outskirts of the city and set up our guard in a broken crypt beneath an ancient statue. There we awaited our buyers.

Before our customers came to us, we spent a petrifying six hours. All of us imagined the dead in a nearby part of the cemetery rising from a mass grave and stalking the cemetery for prey. We froze and through some lucky twist of fate survived until the appointed hour. Our encounter with our buyers began when eight men came out of nowhere and, bows cocked and weapons drawn, surrounded us. After we dropped our weapons, much to the chagrin of the Kazi, a tall, thin figure dressed totally in black walked out of the shadows and demanded to know who we might be. When he was sure of us, he ordered his men to lower their bows and sheath their swords. After apologizing for his "little surprise" he introduced himself as the Grand Master of the Sea Star Society and the True King of Salaq. Somewhat taken aback by his attitude, and the force of arms that surrounded us, I did not negotiate for the best possible price. Instead, I took the fifty gold coins that they offered for my twenty swords and fifteen bows and made a rapid exit from this haunted trap.

We spent that night in the city of Salaqara, at a fine tavern called the Inn of the Golden Oro. While we endeavored to lose consciousness, we listened to the talk of those around us and were surprised at the vociferous hatred that all expressed for the Donarans. After this night, we left as soon as the sun was visible in the new morning. From what I saw, it is obvious that Donara's control over this ancient land is tenuous. It is maintained by immoral restrictions on the freedom of the people and a bloody reign of terror by their garrison and local nobles. Every citizen, however cowered and timid he appears in the presence of Donarans, is a defiant and merciless enemy of these conquerors who will take any opportunity to destroy them.

Every citizen, however cowered and timid he appears in the presence of the Donarans, is a defiant and merciless enemy of these conquerors who will take every opportunity to destroy them.

It is a situation that overflows with violent emotions and terrible hatreds. I have no doubt, that in the very near future, it will lead to a bloody civil war that will strike a serious blow against the Kingdom of Donara's stability.

TRANSLATOR'S NOTE — In the year 1104 rebel forces, led by the Duke Vobal of Salaqara, led a coup that annihilated the Donarans in the city of Salaqara and the fortresses to the north, east of the River Salaq. In the seven year civil war that followed, the area and the royal forces of Donara were nearly destroyed. Many nations, including Clima, Shiben and the Empire of the Ced sent forces to aid the newly emergent Kingdom of Salaq. Finally, in the year 1111, Salaq's independence was granted by a new ruler — on the condition that all foreign forces be removed. In the twelve years that followed, Salaq returned to the Donaran state as a locally independent Kingdom within the Donaran Empire. As part of this agreement, she was given suzerainty over Xadona, Ticasi, Shiben and Chiros. Within six months, in repayment for their treachery of 999, the city of Chiros was burned to the ground with the permission of the Emperor. At the time of Drachir Redins, the Dual Crown of the Donaran Empire rules a unified and happy people and is the dominant power in the west.

After the dangers that I suffered in reaching Salaqara, I was desperate to find a place to rest. Propelled by necessity, I gave the Kazi leave to steal four horses and we rode north to Xian. When we arrived in Xian (6/13/99) we rented a small manor and collapsed in exhaustion. For the next two months we revelled, happy in this land. Finally, courage and energy returned, we set our sights on home. Travelling at a

leisurely pace, we passed through Donara, took the road north and, with the first signs of fall, were blessed by the sight of Stone Fortress and home. (8/22/99)

Tav S'bartav Bara never returned to Donara. In private letters that were found in the library of Drachir Redins, he stated his intention never to visit "the festering south" again. The remainder of his merchant career was spent training in the Kaz, with Djanesborg and on the western road through the Kaz to Dirllar. Many of his adventures in these days is worthy of comment and is mentioned in the great work of Drachir Redins, "The Lives of the Caldan Merchants".

Finally, some background in the general forms of Old Donaran may be of use in understanding some of the terms that are used in this folio. As a general rule, the word suffix "ara" means, literally, "house of". The suffix "an" means "son". Thus, the city of Pelara, literally, is the House of Pel. The noble Donan is, literally, the Don Son. As a tradition, all cities, villages, counties, etc. are named after the royal name of the house that rules that area. Thus the county that is ruled by the family Mord is Mordara.

A final suffix that is found in city names, "ona", differs. Its literal meaning is "camp of", "people of" or "land of" depending on the historical associations of the root name that it is attached to. Thus, Samana (which is spelled Samana because the form M-vowel-N must use an A in Old Donaran) means "Camp of Sam" while Xadona, a province created around a conquered Salaqi city, means "Land of Xad". (To further confuse, in the Salaq dialect the form "people of" is indicated by the suffix "i" at the end of a noun. Thus, while the Donarans call the people of Pelara the Pelona, the Salaqi call them the Peli.

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SO WHAT'S SO GREAT ABOUT POWERS & PERILS?

BY RICHARD SNIDER

There are many fantasy systems on the market today. There are many more role-playing systems that are not purely fantasy. With this being the case, why should you spend your money to purchase *Powers and Perils*?

There are many reasons why *Powers and Perils* is well worth the money that you would invest, should you purchase it. However, as I am the designer, I may be somewhat biased in this.

Powers and Perils is dedicated, first and foremost, to creating unlimited variation and possibilities as simply and easily as possible. This does not mean that, in all cases, the systems that are contained in this game are simple and easy. It does mean that, given the detail and variability that the game provides, it can be used by nearly anyone with a minimal amount of effort.

The first book contains most of the rules that are required to create a character and operate in the basic social environment of your world. The Character Generation system is designed with one purpose in mind: to create detailed and unique characters, of either sex, in any of four races, each time that they are used. The factors generated are used throughout play. Unlike some other systems, they are not rolled and forgotten. Each characteristic that is determined for a character has some use that will be important to the character's success and survival. These uses are detailed throughout the first book and many of the basic formulae that are applied in using them are included on the Character Record Sheet.

Second, the characteristic system reflects both the native ability, i.e. genotypical potential, of the character and the effect that his interests have on the person that he becomes. Within the realistic limits that nature imposes on him, each character has the capability of being anything that he wants to be—depending on how his interests modify his ability.

Third, major sections of the Character Generation system are designed to reflect the events and experience that the character would have had before his creation for use in the game. The optional Special Events section reflects major events, lucky twists of fate and other influences during his life. The range of events is quite extensive and some may require the adjudication of the Referee. The major factor reflecting the Character's past is the Initial Increase Factor. This is determined by the Age and Station characteristics, plus a random roll. These points are allocated to acquiring experience, exper-

tise, wealth and characteristic points, which improve a character's starting characteristic values.

Another feature of the system is the Special Attribute section. This section details factors that can be gained as Special Events, reflecting mystical ties and disabilities that the character may have (either because of some past event or because of his nature). The forces range from curses to awesome mental and physical powers that transcend the normal limits of the magic system.

All in all, a *Powers and Perils* character is the most unique individual that you can create in any role-playing system. His capabilities can directly influence the course of the game. He is not a paper illusion, but a heroically real and exciting individual who is intimately a part of his world.

The remainder of Book One details the Education system and the gaining of experience and expertise in play. The education system provides a good selection of basic skills. Each skill uses the characteristics of the character to determine how good he can become in that skill. Thus, powerful characters will have certain skill areas from masterful to average at best. Unless the basic rolls were exceptionally lucky, no character will be good at everything. As in real life, characters have talents and the potential level of their learned skills is directly related to those talents.

A final addition to Book One gives optional rules that can be used to expand your system. These rules detail a system for problem-solving during the game and using language realistically in play. This final layer of complexity allows the Referee to form his world culturally. With problem-solving, it gives the character's characteristics a pronounced, sometimes crucial, effect on the course of play.

Book Two details Combat and Magic. Except for the experience system, in Book One, all of the basic rules that are required for Combat and Magic are in this book.

The basic combat system compares the Offensive Combat Value of the attacker to the Defensive Combat Value of the defender. This yields a line on the Combat Table that gives the possible results of each blow. The characteristics of each character can have a dramatic influence on both values. A character with exceptional values, at a low experience level, can be the equal of a far more experienced or deadly adversary who does not have these values.

For missile fire, the primary factors are the weapon that the firer is using, his exper-

tise with the weapon and the range. Some factors apply for target size and obscured vision, but, range and weapon type determines the line that the character will use in play.

The combat system also gives detailed rules for subduing opponents and dodging an attack. The chance that an attacker may subdue an opponent is based on the opponent's HPV (Hit Point Value) and Stamina. The final percentage is a realistic appraisal of the chance that the cumulative pummeling that the target has suffered is sufficient to drive it into unconsciousness or temporary helplessness.

In dodging, the base factors are Dexterity and Agility. This factor is used throughout the system, with various modifiers, to determine whether the character can dodge the attack successfully. The rules provide for dodging melee attacks, visible and directional magical spells and missile fire.

The magic rules detail three fields of magic that the character can learn. These rules are highly detailed and variable. In my biased opinion, they are one of the major strongpoints of the system as a whole.

The basic chance that any spell will succeed is based on the Magic Experience Level of the caster. This factor is modified by the caster's expertise level in the spell that he uses, the magic defensive value of the target and, in cases that the Referee specifies, factors that reflect the mystical environment that the magic-user is attempting to cast the spell in. The basic game gives complete details for over one hundred spells that the various types of magic-users can learn. The effects of each spell vary with the attributes of the target and the expertise that the caster has with that spell. For example, at Experience Level 0 (EL0), a Lightning Bolt will score 1D10 points of damage. At EL6, it scores 7D10+6 hit points. At all times, the power, duration and level of effect of each spell, and the chance that it will work at all, is greatly influenced by the expertise of the caster in using it. This realistically reflects the competence that the individual magic-user has in tapping the forces his magic is derived from. Magic is a highly detailed and realistic part of the game. It can be the difference between life and death.

Another unique feature is its Innate Magic rules. Some creatures, and certain characters, will have the ability to draw powers directly from themselves, as part of their nature. They draw this force without having to deal with supernatural forces. This gives them certain advantages and limitations that can have a dramatic effect on the game. In some cases, an innate magi-

cian will have the potential to be a force in and of himself. These rules intimately draw the characters and creatures that have this ability into the supernatural framework of existence. They gain the power to use various magics and an increased defense against those magics that they are innately powerful in. This is a radical and exciting deviation from the standard systems extant in fantasy role-playing today.

A final level of realism that *Powers and Perils* can provide, if the Referee chooses to use it, is using supernatural languages in casting magic. Given that the power of learned magic is drawn from extra-somatic supernatural forces – the language of the forces concerned with a given power – using a supernatural language will dramatically increase the chance that the caster's spell succeeds and will increase its power if it does succeed. Thus, a Darkness spell that is cast in the Tongue of Darkness, at a given EL (Expertise Level), will have a greater effect than the same spell cast in a mortal tongue.

Book Three is the home of the basic encounter system, the descriptions of the worlds of *Powers and Perils*, and the Creature Encounter section. The encounter rules give the Referee guidelines and rules for handling encounters in play. Detailed rules exist for ambush, avoidance, waking when faced with emergencies and other important activities. The basic system divides the potential activities of the party into four possible categories. It then details the rules that will apply for each, with special tables or rules that should be used in the given situation. In total, it is a good basic system that the Referee can use when his players move around in the world.

The descriptions of the worlds are only guidelines. The worlds are defined as the Upper, Middle and Lower Worlds. It would be impossible, in the space provided, to fully detail all of the special factors that apply to these areas. Therefore, I decided to provide basic details that would allow the Referee to use those worlds as he sees fit.

The Upper World is the home of the supernatural forces of Law, Chaos and Balance. It is also home to various elder forces and strange undefined, forces that are not truly allied with any of the major alignments. In a simplistic view, the Upper World can be viewed as both Heaven and Hell, the abode of the major Gods, except for most of the Elder Gods, and a land of extreme danger.

The Middle World is the land of man and normal creation. It also serves as a "no-man's land" between the forces of the Upper World and the forces of the Lower World. This is the area where all campaigns should be based. As a general rule, the game should start in the Middle World to give Characters a chance to improve before greater dangers are risked.

The Lower World is controlled exclusively by the Elder forces. The rules detail the variations that this entails for the various power groups within this alignment. Examples highlight the differences in

the land and indicate other factors that will be important if a party ventures into this land.

The Creature Encounter section details over one hundred and fifty creatures and animals that can be used in play. Every major detail that can influence how the creature is used, what it can do and what it is capable of doing is covered. The powers and limitations and all factors of a creature's appearance, racial hatreds, etc., are found in its description. In most cases, they are highly detailed, colorful and informative in their presentation.

At the end of the third book, you will find rules that allow the Referee to vary the attributes of existing creatures, create entirely new creatures and a section that gives the reader some insight into the basic cosmology established for this game. These optional sections allow total variability in the encounters that a party may face. With Creature Variation, creatures can range from a minor irritant to a major obstacle, from a small cub to an old and rugged monster.

The Creature Generation rules transcend variation. They allow the Referee to create entirely new creatures for his game, rather than modify the individual statistics of existing ones. With the detailed systems that are provided in this section, the type of creature that can be created is unlimited. They can be rolled randomly, as written, or the Referee can simply decide what he wants from the options available.

In both cases above, the use of the system can be somewhat time consuming, especially in the case of Creature Generation. I suggest that these factors be used, now and again, as a change of pace in play. They will be valuable in this role.

Book Four details the Human Encounter system and Treasure. In human encounters, a distinction is made between encounters with normal humans and encounters with Character-class humans. This is due to the fact that, as seen from the perspective of the game, the character is an exceptional, heroically powerful, member of his species. He is different. Where the Referee determines that specific characters will come into play in his game, he can create them beforehand. When they are encountered randomly, the statistic charts that are found in the back of Book Four can be used to quickly get a set of statistics for them.

The likely actions of any group encountered varies with the number of people present and their motivation for being where they are. These factors are determined with the two basic rolls that are taken for the encounter. The possible motivations in a given encounter are further varied by the area of the world the encounter occurs in: Barbarian, Civilized and Wild. A barbarian area is populated by a human group that does not have a state-level of organization or fixed, extensive cities. The size can range from small bands to major chiefdoms with tens of thousands of warriors. A civilized land is a state-level culture that has major

cities and a formal, more or less restrictive, governmental apparatus. Wild lands are areas where human habitation is the exception, not the rule. The humans live in isolated settlements, small bands or have retained a totally wild nature. The major forces in a land of this kind are the creatures, not man.

The human encounter section also covers the interactions that the party can have when they enter a city. The rules divide cities into encounter areas and lists types of encounters that are likely to occur in that area.

The value of Natural Magic items is that they grant advantages to magic-users and non-magic-users with little or no cost on the character's part. In most cases, they serve as amulets in granting these powers. But in some of the more powerful items, it is only fully usable by a trained magic-user. These items are the exception, not the rule.

Natural Magic items are plants, minerals, gems, certain creature-derived items and other types of natural material.

Book Five details a county in the nation of Donara and provides a simple scenario for learning the game. It is designed in such a way that, should the Referee choose to do so, it may be used after the initial scenario has been completed. It is not intended as a one time, use-and-toss product.

The County Mordara scenario details the cultural environment of the area and the major characters that the players may deal with. All characters in the basic scenario are completely detailed and ready to use. Other characters that will come into to play if the Referee wishes to continue using the scenario are highly-detailed and interesting people. The information that is provided for them is sufficient to determine any factor that is not specifically listed. Their descriptions give the Referee a general idea of their past history and current goals.

Beyond the details above, the scenario provides a basic flow for the adventure that the Referee may use or ignore as he chooses. It also gives notes that explain the other uses that the scenario can have and a future timeline that details the events of the next year if the party fails in their effort to stop the events that the non-player characters have put into motion.

Powers and Perils is a detailed, intensely variable and, I think, exciting fantasy role-playing game. Due to the sheer volume of the material that it presents, it requires the active participation of the Referee in using it. It is not a passive, static system devoted to creature bashing. To be used to its fullest, the dynamic systems that are its heart must be actively exercised by the Referee. It can be used to hack and slash your way through the various encounters that will occur but the potential exists to make it much, much more than a simple gore-generation machine. *Powers and Perils* challenges your imagination, and provides rules to spark your creativity, so that you can form fantasy adventures that are keyed to the ability of your group. It will be what you make it.

Powers & Perils

THE NATION OF DONARA

Mordara is a county in the nation of Donara. Donara was founded by the leaders of a host of barbarians and mercenaries that conquered the kingdoms of E'lici and Salaq between the years 894 and 1000 of the common calendar.

Currently, Donara is a feudal monarchy that is oriented towards Law. Local nobles are independent in their fiefs, though their power is somewhat lessened by the presence of a strong king.

Politically, Donara is bounded on the north by Caldo and the Elder Mountains, on the east by Aratad, Ticasí and Shiben, on the west by the Wild Forest and on the south by the Sea of Tears.

The traditional enemies of Donara are Aratad, the Empire of Ced (*located to the east and south of Ticasí, Shiben and Aratad*) and Clima (*a Chaos oriented island located in the Sea of Tears*). Donara's major problems are banditry in the north, civil unrest in Pelara and continual revolutionary activity in Salagara. Beyond this, they are at peace and relatively stable.

CURRENT EVENTS

In the year 1100 (*the year 207 on the Donaran calendar*) Mordara is a relatively happy, productive, county. However, it is not utopia. Prisoners still work the mines, though they are fed more regularly and receive some care for their illnesses.

In the past year, a blight of unknown origin destroyed 40% of the crops of Mordara. This year, as the first crops begin to appear, it is already obvious that the blight remains. Nearly 80% of the crops show signs of it and, failing the discovery of a cure, the people face starvation.

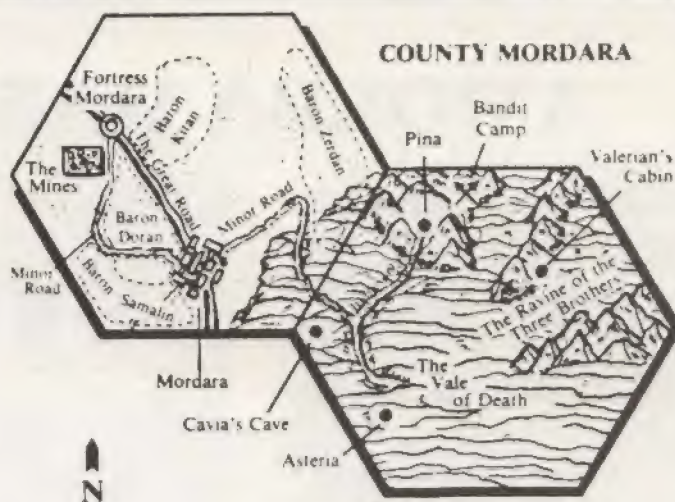
Finally, in the past three years bandit activity has grown in Eastern Mordara until, at this writing, it threatens Mordara itself. Rumor indicates that a great leader has arisen among the bandits. With tongue and sword, he has forged a band with over forty members. Under his leadership, they are the terror of the road. Even House Bersan, the largest merchant family in Mordara, is believed to be paying them protection. Unless forestalled, their meteoric growth and cunning leadership will sorely wound Mordara, perhaps permanently.

HEALER

Skill in healing a specific race or species. The Healer must learn to care for his own race before any other intelligent race. He may learn to care for animals at 1/2 the cost specified, rounded up. He need not learn to care for Intelligent creatures first. Healing that has value for one species or race will only have 1/2 value when used on another related species. (It has no value when the forms of the two species are totally distinct).

EXAMPLE—A healer is skilled in healing horses. He can apply his skill at 1/2 value on Donkeys and Mules. It has no value on Humans, Dogs, etc.

The effect of Healing Skill increases the Healing Chance by the **EL** × 2 AND increases the Stamina Bonus by the **EL**/3, rounded up. To gain this benefit the Healer must have access to the Healing materials in a Healing Kit. (See Equipment List). If he does not, his skill is used at 1/2 value, rounded down. The increase applies only in Healing and only for one Healing Chance roll.



NOTE—Each hex equals 20 miles.

1.42) ELF

Elves have the following skills:

A) Mana Sensing **MEL2**, **EL** dependent on the Character.

B) The ability to hide invisibly in any forest. The **EL** equals **W + EM** or **80**, whichever is less. The **EL** is used to determine the chance that they are not observed if the person that they are hiding from is aware that something is present. Success indicates that they remain hidden. Any other result means that their presence is discovered.

NOTE—This skill is primarily useful against creatures whose primary sense, for observing their environment, is sight. Where this is not the case, or where magic is used to detect the Elf, the skill is relatively useless.

C) **EL80** in the tongue of the Elf Sidh. **EL60** in the tongue of the Faerry Sidh. If the Elf is a trained magician, **EL80** in the tongue of the Sidh.

D) Innate ability to enter the Upper and Lower World's. Determine **EL** based on the Elf's characteristics. **MEL** equals the Elf's **MEL** as a magic-user, or **2**, whichever is higher.

E) The maximum **EL** currently possible in Forest Survival.

F) The ability to read the intent of others, as for Empathic Power. Treat as an Innate Power. The **EL** equals **Em/10** rounded down.

KERAINN THE HANDYMAN, Gardener at House a'Loreis, Assassin

HPV 25	OCV 13*	DCV 11	CEL 6	
S 35(+2)	St 49(+2)	D 80(+4)	A 29(+1)	C 15
I 50	W 30	E 15	Em 45	Ap 33
Height 79"		Weight 198 lbs.	Age 30	

***EL10** Assassin. He also has Dark Sight as a Special Attribute. Determine the factors that apply as specified in Book One.

EXPERTISE

EL10 Assassin, **EL80** L'p'nth, **EL60** Donaran, **EL30** Marentian, **EL55** Trailing, **EL8** Climbing, **EL5** Swimming, **EL80** Definess, **EL4** Hill Survival, **EL1** Forest Survival, **EL10** Desert Survival, **EL13** City Survival, **EL2** Badlands Survival, **EL5** Plains Survival, **EL3** Rhetoric, **EL50** Disguise Artist, **EL1** Actor, **EL25** Herbalist, **EL10** Horsemanship, **EL5** Fighting Dagger, **EL7** Throwing Dagger, **EL6** Hand to Hand, **EL6** Sword, **EL9** Bow, **EL2** Scimitar, **EL8** Tulwar

AMOEBA WARS: An Analysis

BY MIKE BENNIGHOF

AMOEBA WARS, Avalon Hill's strategic science fiction game, is a simple yet enjoyable game of conquest in outer space. Each of the two to six players takes the role of a "space lord," striving to claim the long-vacant imperial throne by retaking the ancient imperial capital, Saestor, from the vile space amoebas. At the same time, the Amoeba player is using his military might to take new systems for his domain and applying political leverage to make sure that no one else takes Saestor before his space squadrons.

In some ways the game resembles the old standby RISK, but it is not a mere clone. The playing pieces are simple yet attractive. The playing board, while colorful, is made of the same cardboard stock as the counters and as a result is very flimsy. A thick paper mapsheet would have been far more preferable.

The mapboard represents the AMOEBA WARS galaxy. It is divided into very large hexes. The "feel" of the game is closer to one of area movement (like RISK) than of the traditional hexagon variety. Each hex represents a solar system, with varying numbers of planets or perhaps no planets at all, only a space station. Systems showing only a space station are "home systems," and have four planets, which can get confusing. Some systems are worth "resource points," which are used to construct new spaceships. No stars are shown on the map, each heavenly body depicted is a planet.

As the game's title suggests, the space amoebas are one of the predominant features of the game. The game begins with four rounds of space amoeba attacks, during which the ghastly creatures soon fill most of the board. Space amoeba-filled solar systems are no more difficult to capture than empty ones, but failure against an amoeba is twice as costly as a failure against an empty system. Space amoebas are not at all desirable as neighbors, as they have a nasty habit of breakfasting on one's spaceships.

The first choice facing the would-be conqueror of space is that of a home system, which is a vital decision as new ships may only appear in a space lord's home system or one linked to it. The "systems" with a space station are easy to defend, but they are far away from the central resource systems and the two-point planetary systems along the galaxy's edge. You are required to choose one of the space station systems as your home system, and you will want to move quickly toward the two-point planetary systems as each individual resource point is critical. Try to position yourself for easy expansion, away

from potential rivals.

What really makes the game unique is the power play segment. Each player lays down a power card from the hand of three that he is dealt (two cards from a hand of six in a two-player game). The player laying down the highest-numbered card may use his card, plus all other lower-numbered cards which were played, and gets to conduct his attack campaign first. The player laying down the second-highest-numbered card may use his card and all other cards numbered lower than his (but not the card numbered higher than his), and so on. This leads to great player interaction, and power cards must be selected carefully before use.

The choice of a power play card is vitally important. Save the more powerful cards for an opportune moment, but be careful that you aren't forced into playing an "Amoeba Attack" card when your domain is vulnerable to the one-celled beasts simply because your hand holds nothing else. Use the low-numbered production cards if another space lord plays one of the "Each space lord uses only the card he played" cards, or if no opportunity exists to strike a blow with your other cards. If another player is in a poor position, consider using your power play to destroy him. If you are caught in such a desperate position, an "Amoeba Attack" or "Berserk Doomsday Machine" can help to slow the other players down. If these cards are likely to be used against you, the "Each space lord uses only the card he played" card can help to ease the effects of these disasters as each will only occur once and will help build up the fleet.

When combined with a planned attack, a power card skillfully played can help set up a devastating master stroke. Provoking an amoeba or launching a successful ambush can divide a rival space lord's empire in two, and the clever space lord can then conquer the exposed half of his enemy's empire at his leisure as reinforcements can only appear in a home system or a system connected to the home base.

When conquering empty systems, a scout (production cost one, no combat die roll modifier) is every bit as effective as a battle star (production cost four, combat die roll modifier of +3). So, early in the game it is useful to build a large fleet of the relatively cheap scouts. Once contact is made or is likely with the domains of other space lords, more potent fighting ships will be needed to ward off their attacks.

Unless the other space lords have built fleets of powerful (and expensive) ships, it's much easier to capture systems through combat with weak garrisons of enemy

ships than to capture empty systems. Production systems are vital to build your fleet, and a large fleet must be prepared before any attempt can be made to capture Saestor.

Try to avoid becoming involved in lengthy border wars with other space lords, if at all possible, where several systems swing back and forth each turn. This merely plays into the hands of rival space lords, who will watch gleefully and stay uninvolved. Once the board is filled, or few empty systems remain, sufficient garrisons must be stationed along the fringes of your domain. Mutually destructive space battles will allow a third space lord to pick up the pieces of both empires with little risk. Swift raids to capture weakly-held production systems with one or two ships should be looked on as methods of denying production points to your rival rather than of gaining them for yourself. If you lose your entire fleet capturing a production system, you will swiftly lose your newly-won system again along with the rest of your fledgling empire. Space lords who lack a proper balance of patience and aggressiveness will meet with little success.

Victory is achieved when Saestor is captured. As the largest system on the board, and one always inhabited by a fierce space amoeba and often by a Doomsday Machine, its capture will be very difficult. Other players, of course, will try to keep a dominant space lord from plucking the imperial jewel by attacking his fleets in the inner systems with theirs and also by sending amoebas and Doomsday Machines to attack his valiant minions. There is no real way to prevent these annoyances from occurring, short of abandoning the all-important goal, so a large fleet must be built to absorb the inevitable losses. The rest of your domain will probably have to be abandoned, so an attempt to take Saestor must be regarded as "going for broke." Scouts will be needed to attack the system itself, and battle stars to protect the weak scouts from marauding Doomsday Machines and enemy ships. As each space lord's fleet is limited to the counter mix, sending sufficient ships to attack Saestor and also keep the rest of your domain adequately garrisoned is difficult at best. Two ships must be stationed in each system to guard against amoeba ambushes, three ships to make the system proof against amoeba attacks (provided, of course, that only one amoeba is attacking).

If the situation permits, a back road to victory can be taken by destroying all of the other space lords. Should an enemy ap-

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In the far future, there will be a race of human beings who were able to escape the ties that bound them to this planet, and learn to live in the empty reaches of space. They are a hardy race, developing a way of life that is pragmatic and logical in ways that their gravity-bound cousins were not. They are the Starnomads. Now, the time has come for you and your companions to prove that you are worthy enough to follow the path of your ancestors. It is time to enter the Run, a test of endurance and intelligence, where success and failure will determine your future position in Starnomad society. Prepare yourself! You are about to enter . . .

Survival Run of the **STARNOMADS**

A LORDS OF CREATION® ADVENTURE

By Tom Moldvay

The STARNOMAD SURVIVAL MAZE must be used with the LORDS OF CREATION® game rules, including THE BOOK OF FOES®. It cannot be played without these rules.

Players should read only the first two sections: INTRODUCTION and BACKGROUND. Players should not read any other sections, since such advance knowledge can ruin the fun and excitement of the adventure. The Gamemaster must read the entire adventure.

I. INTRODUCTION

Designer's Note

The STARNOMAD SURVIVAL MAZE was actually designed and played before I designed LORDS OF CREATION. In the summer of 1979, I designed a game system entitled "Starnomads" for the amusement of my friends and myself. The heart of the game system was the Starnomad Survival Maze, where characters could be equipped with weapons ranging from a Club to a Gamma Raygun.

"Starnomads", and the combat system for the Starnomad Survival Maze, was the grandfather of LORDS OF CREATION®. The final LORDS OF CREATION® rules have been redesigned and greatly expanded, but one can still see the influence of the original rules. The adventure has been altered slightly to fit changes in the LORDS OF CREATION® rules. Otherwise, it is virtually identical to the adventure first played in 1979 in Kent, Ohio.

Character Limits

The STARNOMAD SURVIVAL MAZE is an adventure designed for both Neophyte and Apprentice characters. The sum total of all the characters' Personal Forces should be at least 65, but should not exceed 75. For example, five characters with Personal Force scores of 20, 13, 11, 12, and 16, for a total of 72, could play the adventure. The characters don't have to bother with choosing equipment before the adventure. The equipment that is used in the adventure is specially determined in Equipping.

The adventure was designed for experienced role-playing gamers. The experience can come from other role-playing games

and need not be in LORDS OF CREATION®. If you don't consider the group of players experienced, raise the Personal Force limits by 10 (i.e. 75-85 instead of 65-75).

The adventure is designed to be played in one gaming session of four to six hours.

Creating a Starnomad Character

Starnomads are futuristic humans who live in huge space habitats, not on planets. Because of a history of intensive breeding, selection for the survival of the fittest, the Starnomads are genetically superior to most humans. To reflect these genetic changes, a player rolls 2d10 plus 2d6 for each of the five Basic Ability Scores (instead of just 2d10).

Starnomad characters always pick their first five powers from the Telepath category to reflect their highly evolved telepathic powers. After choosing all of the Telepath powers, Starnomad characters may choose from any power category classified as Psychic or Futuristic. Starnomad characters can only choose powers classed as Magical if there are no other powers available.

Because of the Setting Index of their home universe, Starnomads do not function well in magical settings. To be able to use any magical item, Starnomad characters must make a Luck Roll. If the roll succeeds, they can use that particular item; if the roll fails, the Starnomad can *never* use that item. This special Luck Roll does not apply to magical powers used against the Starnomads. Magical powers affect Starnomads normally.

The Setting Index

The Starnomads have turned their backs on Terra to venture out among the distant stars. They regard all pretensions to magical powers as mere superstition and emphasize, instead, the powers of science and the human mind. The Setting Index for adventures in a Starnomad setting reflects Starnomad beliefs. Magic does not work, but Psychic or Futuristic powers work well.

Magic: no
Psychic: yes
Futuristic: yes

Errata: Where the adventure talks about a character's INTELLIGENCE rating, substitute MENTAL rating instead.

II. HISTORICAL BACKGROUND

Starnomad Origins

Starnomads were the first humans to break free of planetary dependence. Not only do Starnomads not need planets to survive, they consider exploitation and use of planetary materials uneconomical because of planetary gravity.

The earliest origins of the Starnomads can be traced to the astronauts and cosmonauts who spent weeks in orbital satellites conducting the research that laid the foundation for life in space.

At the end of the twentieth century, humanity realized that it had a virtually limitless source of energy in the sun – if only that energy could be properly tapped. Cloud cover made mass exploitation of solar energy on earth uneconomical, but there are no clouds in space.

The moon was mined for a cheap source of building materials and special manufacturing habitats were launched. Workers in the manufacturing habitats built thousands of solar power satellites that were towed into geosynchronous orbits. The solar power satellites converted solar energy to electricity and beamed it to earth in the form of microwaves (which were then reconverted to electricity).

Space habitats became the new frontier. And the space-going habitats became larger and larger. Like most colonists coming from overcrowded populations, the workers in the space habitats grew to value their hard-earned freedom. They also became incredibly rich, as they controlled the major source of earth's power.

In the space frontier, the pioneers had to become self-sufficient and to cut loose from government restrictions. There could be no delivery of emergency supplies from earth if disaster struck the pioneers – the distances were too great. Nor could the pioneers depend on earth's government bureaucracies which were too slow and unreliable. When stable orbits between the earth and the moon began filling with thousands of new habitats, the more adventurous individuals moved out to the asteroid belt. All they had to do was to equip their space habitats with simple drives, and slowly drift into a new orbital pattern out among the asteroids.

The asteroid pioneers began to develop a nonplanetary consciousness when they realized that all they needed for a comfortable existence were raw materials and sunlight, a planetary surface was unnecessary. When the asteroids began to fill up, new pioneers journeyed further out into space. The high frontier soon expanded to include new solar systems.

The voyage between stars was no more dangerous or uncomfortable than day-to-day life in a space habitat. The pioneers' starship was also their home, even after they arrived at a new sun. During the trip, when sunlight dimmed to the point of uselessness, fusion reactors provided an alternative source of energy. Once in a new solar system, the pioneers again had an abundance of the sunlight and raw materials that was their lifeblood. They could then live their lives without feeling trapped by Terran rules and regulations.

It proved easiest to mine asteroids and small moons. The higher gravity of planets made transport on and off planet prohibitively expensive. For many space habitats, it became standard policy to mine out the easiest sources, then move on to the next star system. Surplus population was left behind on the surface of habitable planets.

All mudhuggers (*planet-oriented individuals*) were slowly weeded out. The people who were left took their orientation from space and the stars. The pioneers became true nomads, forever spreading further and further from their original home world.

Centuries passed. Divergent racial stocks consolidated

into a homogenous people. New social systems arose, with new customs to meet the special needs of the Starnomads.

Pragmatic Evolution

The Starnomads believe that they are part of an ongoing process of genetic selection. The individuals best fitted to survive explored the new frontiers. The individuals less fitted to survive remained behind. The Starnomads consider themselves to be superior genetically to the rest of the human race. Starnomad history, and the Starnomad lifestyle all stress individual and group survival. Starnomad expansion is not viewed as aimless wandering, but as a continual process of selective breeding. Only those individuals who have proven their fitness (as defined by high survival potential) are allowed to have children. In Starnomad mythos, they are building toward an ultimate new species that will have about as much in common with *Homo Sapiens* as *Homo Sapiens* have in common with the tree shrews (the most primitive primate).

All Starnomads are surgically sterilized at puberty after samples of their sperm or ova are deposited in storage vaults. While the operation is reversible at any time, even married couples usually choose to have their children via the medical laboratories. Clinical insemination is more sure, and artificial wombs are safer for both the mother and the child. Starnomads feel that mudhuggers breed and bear children like animals, but that they handle reproduction in a more rational manner. They believe that sex is only for pleasure, not for making babies.

Starnomads must earn the right to parenthood. Primary status carries the right to parent one child, the most basic genetic link to the future of the Starnomads. There are three primary statuses: Worker, Student, and Warrior. A Worker has continued to meet maximum quotas at the same job for one year. A Student has passed the entrance exam and qualified for advanced education. A Warrior has killed an enemy and returned with a trophy of a head (for dentalwork or retina patterns) or hand (for fingerprints) to prove the kill.

Besides the right to parent a child, a Starnomad with primary status is eligible for certain secondary statuses. Each primary status has four attendant secondary statuses (general categories with numerous specialties and subspecialties). A Worker can also become a Manager, an Administrator, a Skilled Worker, or a Politician. A Warrior is eligible for Privateer, Explorer, Guard, or Merchant. Students may become Artists, Scholars, Scientists, or Technicians.

An individual can have more than one primary or secondary status as long as he or she meets the requirements for status. Requirements for the secondary statuses are set by the 12 Guilds. Multi-status does not bring additional breeding rights. To be allowed to have more than one child, an individual must prove his or her worth by successfully passing through the Survival Maze. The Survival Maze is also used to confer adopted status and blood brotherhood on non-Starnomads.

The Survival Maze

The Survival Maze test is strictly voluntary. It tests survival potential, that confers honors on successful candidates, and kills the unsuccessful ones. A group of individuals are locked together in a large warehouse containing basic raw materials plus the machines necessary to transform the raw materials into useful tools and weapons. The only equipment that the group can carry into the Survival Maze is that which it makes during the equipment phase.

There is a time limit to the equipment phase. There is also an (unknown) time limit to the Survival Maze. The maze time limit allows plenty of time to complete the maze. The time is reasonable and fair, but the individuals entering the maze do not dare make long, useless delays. Survival poten-

tial measures the ability both of the individual and the group to survive. Beyond that fact, it is up to each individual to determine exactly what sort of behavior best constitutes high survival potential.

Each individual who lives through the Survival Maze is scored for survival potential. There are six categories. Ranked in ascending order the categories are: Survivor, Survivor-5th Class, Survivor-4th Class, Survivor-3rd Class, Survivor-2nd Class, and Survivor-1st Class. The better the category, the more children the individual can have, and the more honors bestowed upon him or her.

Voluntary Associations

The basic economic group within each ship is the Voluntary Association, not the family. Only individuals with a primary status can join an Association. Associations average about 1000 members in size. Different Associations of different ships raid each other constantly. These raids keep the Associations alert, continues selection for high survival, trains fighters, and provides trophies for novice Warriors (who can join the raids on provisional basis). Raiding insures that the Starnomads always have a large, ready pool of trained fighters to meet emergencies. The same Associations are usually found on different ships.

Raiding is institutionalized. It is illegal to harm innocent bystanders (unless they are mudhuggers, who have no legal rights). Raids are usually small scale and reasonably bloodless. Each Association has limits set by the central computer to what it can lose in manpower, material, and money. If it exceeds any of the limits, the Association is disbanded. Each raid, though kept secret, must be filed in advance with the central computer since plunder gains are taxable.

Besides Voluntary Associations, Starnomads are organized by Ship and Clan. The Ship is whichever space habitat the Starnomad happens to be living in at the time. Starnomads often change ships. Clan membership is chosen by the central computer to maximize genetic dispersal of the gene pool between all the ships. Marriage is endogamous (i.e. one must marry within the Clan). The same Clans exist on all ships. It is considered preferable to marry someone from the same Clan of a different ship.

Marriage customs are open. A married couple may live together on either or both ships, or they may live apart and only meet at selected times. A marriage may last for a day, or it could last for a lifetime. Parents may raise their children by themselves, or merely visit the children in a nursery run by professionals (the usual choice is a compromise between the extremes). Marriages of convenience are common, with more meeting time taken up by business than by sex. The only limits to marriage customs are the endogamous Clan rule, and imagination.

Clans promote intership unity. The Clans are all named after some animal. Clan organization also determines battle order if more than one ship is threatened by outsiders. It is a way to quickly mass together large groups of Warriors without the occasional petty rivalries that can develop aboard ship.

During raids, it is forbidden to kill Workers and Students (unless they are also Warriors). It is illegal for Workers and Students to fight back. It is also illegal to kill another Warrior of the same ship, the same Clan, or the same Association.

The Code of the Warrior

Combat between Starnomad Warriors follows a strict code of honor. Death is incidental. Warriors are more concerned with disarming or capturing rival Warriors in order to collect ransoms. Whenever a Warrior foe has been maneuvered into a situation where defeat seems likely, the Warrior is expected to surrender. Battle computers determine the odds and flash

'Surrender' when the odds are right. If a rival has been put out of action, the victor hastens over to check the foe's automated medical treatment. Once the victor is sure his enemy will live, or if a foe is forced to surrender, the victor replaces the defeated Warrior's crest with a special warning device that signifies that the defeated Warrior is in a state of sanctuary and can no longer be attacked. After all, dead foes can pay no ransom, and if too many Warriors die in raids, it defeats the whole purpose of training a ready reserve.

A novice Warrior is without honor, until he takes his first trophy. He may kill, and be killed in any way short of murder. Murder is defined as killing Workers, Students, Warriors in sanctuary, or any Warrior of the same Ship, Clan, or Association. Novice combat simulates war outside the ships, where battles are fought without honor, where foes are killed as quickly as possible, but where it is still important to recognize friend from foe, even in the confusion of a melee.

Any individual who finishes the Survival Maze and scores at least the title of Survivor-5th Class is automatically awarded Warrior status.

Mudhuggers have no honor. Combat against mudhuggers is swift and deadly and recognizes no conventions. It is usual to make use of weapons against which there is no defense. Guile and cunning become important battle tools. Promises need not be kept and any trick that gains an advantage is fair.

Starnomad Warriors have two contradictory sides. To outsiders, they are seen as merciless, treacherous barbarians. To other Warriors, they are seen as dignified, honorable fighters.

Such is the Starnomad theory of war. In reality, however, Starnomads tend to see their word as their bond and to stick to bargains they make. (It is often difficult, however, to get them to pledge their word, thus insuring a bargain.) If an enemy is particularly valiant, and the combat is not crucial to the survival of the Starnomad ship, Starnomad Warriors treat the valiant foe as honorable. It is not unusual for a Starnomad Warrior to make a blood-brother (or sister) of an enemy who fights especially well.

The Political Game

Every four years, the Ships each hold the Political Game to determine leadership. Each Association elects a team of five individuals to represent it in the game. One of the individuals is elected team captain. The teams equip much like for the Survival Maze except that they have five times the normal equipping time. Each team is allowed to fortify a peripheral gaming area to serve as a base of operations. The central gaming area is an advanced version of the Survival Maze. No team can raid an enemy base until at least one member of that team has registered with the computer in the center of the maze. Once a team is registered, they can begin to eliminate competition.

Individuals or entire teams can withdraw from the Political Game merely by verbally declaring their intention to do so. Upon withdrawing, the player (or players) is granted immediate sanctuary. The player's final game score equals the total points he or she has earned up to the moment of withdrawing.

The Political Game continues until everyone has withdrawn, or until only one team is left with active, registered players. The team captain of the highest scoring team becomes King (or Queen) for the next four years. The other surviving teammates of the new ruler are made Princes (or Princesses). Any team whose leader dies is ineligible for the kingship, though its members may win other honors.

Game contestants with sufficiently high scores are given patents of nobility that vary in degree of prestige in direct proportion to their score. The specific titles vary from ship to

ship. Nobles are granted the right to parent more children. Even dead contestants may be posthumously granted the honor of special reproductions (using stored sperm or ova). Successful contestants fill the most important offices during the four years they hold their titles. Upon reaching the age of retirement, they join the ruling council of elders. The nobility, led by the King or Queen, commands the ship and clans in war, and determines high-level policy in times of peace.

A version of the Political Game is also used to end blood feuds between Associations. Sometimes raiding gets out of hand and two Associations try to destroy each other for vengeance. If both keep up the feud until they are approaching the safety margins for raiding, a special game is declared. A team, randomly chosen, from each Association fights to the death. The losing Association disbands and its members colonize some nearby planet. The winning Association receives the loser's treasury (minus a stiff dueling tax).

Exempt Merchants

Traveling as they do among thousands of star systems, the Starnomads make excellent traders. Since trade is so important to the Starnomads, they often make reciprocal trade agreements with the inhabitants of star systems. Merchants who can prove they are part of a reciprocal trade agreement are exempt from Starnomad raiding. It is considered murder to kill an exempt merchant unless self-defense can be proven. Exempt merchants are always traveling to and from Starnomad habitats, carrying on trade. Such merchants may sometimes be treated with the contempt with which all mudhuggers are held, but they are not molested and are safer in Starnomad territory than in most cities.

Each ship has a territorial boundary. It is illegal to carry on raids within the territorial boundary of a ship. Any individual outsider who manages to reach the territorial boundary of a ship without being captured, will be offered hospitality and friendship. The Starnomads figure that anyone who successfully runs the gauntlet of a ship's defenses and lives, must have high survival potential and deserve to be a Starnomad.

Associations sometimes adopt individual outsiders of proven merit. A Warrior sometimes makes a blood-brother of particularly skilled and honorable enemies. A ship will also formally adopt an individual who gains its hospitality. New blood is constantly being added to the Starnomads. There are even a few ships composed entirely of alien races.

The Long War

The Starnomads are officially or unofficially at war with a number of different alien or human planets at any given time. Offsetting traditional enemies are traditional friends. The distinction between friend, neutral, or foe often changes with time and distance, as the Starnomads expand outward and the balance of power readjusts itself accordingly. Generally, the web of alliances and counter-alliances is so well-balanced that no major wars develop, only minor wars and skirmishes.

At present, Starnomad traditional allies are Lupines and Pongoids. Starnomads consider Puppet Masters, Astregans, and Draconids neutral. Starnomad traditional enemies are Felines, Mantis Lords, and Serpentes (though only the Mantis Lords have not been allied with the Starnomads at some time in the past).

The prime enemy of the Starnomads is Imperial Terra. The Terrans arrogantly claim jurisdiction over all humans in the galaxy, using the argument that all human stock originated on Terra, and is thus tied to the home planet.

In reality, besides the Starnomads, quite a number of planets and orbiting space habitats are free from Terran jurisdiction. Even so, the Terran Empire is huge, and contains a population vastly outnumbering the Starnomads. In fact, Imperial Terra is the strongest power in the galaxy at present.

Countering Terran numbers is the extreme mobility of the Starnomads, and their great distance from Terra (the administrative center of the Empire). Starnomad Privateers often raid the outposts of the Empire and vanish before a counterattack can be properly organized. Imperial Terra seldom knows exactly where the Starnomads are, which makes campaigns against them extremely difficult. The Empire can never be sure that, when it finds a group of Starnomads, it is not a trap set by the Starnomads themselves.

The Starnomads refer to the war with Imperial Terra as "The Long War." It has already lasted for centuries and shows no signs of ending. The Long War is not an all-out war, but more of an intermittent firefight. It is a war without major battles, but with innumerable skirmishes.

The war has engendered bitterness on both sides. Captured Starnomads are treated as criminals by the Terrans. The captives are psychologically reconditioned and forced to colonize whatever planet is most in need of "volunteers." In retaliation, captured Imperial citizens are sold as slaves by the Starnomads.

A Starnomad Profile

Starnomad habitats have grown to be huge. A typical habitat has more square miles of decks than most United States' states have in land. The habitats are a unique combination of natural and urban areas. Every feature of planetary ecology can be reproduced in the space habitats. In addition, there are a number of ecological features that could only take place in the varying gravitational conditions aboard a space habitat.

Because the environment is controlled, nearly every disease has been eliminated. No communicable diseases are allowed to get a foothold. Disease germs and viruses are simply sterilized before they can affect the population. There is also no need for preserved food containing harmful chemicals. In a controlled environment there is always an abundance of fresh food.

Starnomad habitats can be any size and shape desired since they travel to areas with little or no gravity. Centrifugal force and acceleration provide varying gravity fields inside the habitats. The habitats are entirely self-sufficient. The machines that maintain the habitat are self-repairing.

Starnomads are future-oriented. They make little use of hyperspace drive, except for exploration, trading, and war. At sublight speeds, the factor of temporal relativity causes differences in the times aboard different ships. A Starnomad may leave the parent ship for a journey that seems to take months, and return to find that years have passed aboard the parent ship. By identifying with the Starnomads as a people and the future of that people, this shock of temporal relativity is considerably lessened.

Starnomads are, on the average, tall and muscular. Men average six and a half feet in height and 200 pounds in weight. Women average six feet in height and 160 pounds in weight. Starnomads usually have brown eyes, black or dark brown hair, and golden brown skin. Occasional throwbacks may exhibit any trait typical of present-day human races. The usual lifespan for a Starnomad is 150 years, of which the last 30 are spent in retirement under special medical facilities in low gravity conditions.

The Starnomads have evolved contradictory personalities. They are cultured, civilized barbarians. A typical Starnomad is highly individualistic, while remaining essentially group-oriented. Starnomads live for a distant future ideal, while taking an acute, aesthetic enjoyment in the present. Starnomads can be vicious and savage one moment, than compassionate and cultured the next. Starnomads hold Terra in reverence as the home of their people, yet war against the Empire and feel a contempt for any mudhugger who is bound to a planet. Above all else, Starnomads value the freedom and infinite potential of unbounded space and the distant stars.



III. THE ADVENTURE

Starnomads use the Survival Maze to test for high survival potential and to legalize adoption of outsiders into Starnomad society. There are two main divisions of the adventure: 1) a section with maze-like corridors where the characters can wander in any direction, and 2) a section of sequential rooms where there is only one way for the characters to travel. The first section contains Scenarios B1-B7 plus random encounters and Mechtargot encounters; the second section contains Scenarios C1-C5.

The characters wander through a maze of corridors, trying to find the way out. They encounter Mechtargots hidden in the walls. Mechtargots are a futuristic version of targets on police firing ranges (that can, however, move and fight back). The characters have to be careful not to shoot "civilian" targets. The characters can also have a random encounter while roaming in the maze. Finally, depending on which way the characters go, they could have four to seven special encounters in rooms scattered throughout the maze.

The last five rooms contain encounters that must occur in the order listed. The characters out-think or fight their way past a colony of Psychic Plants. If they solve the coded instructions for the Automech, the characters regain all lost Life Points. Finally, the characters have to defeat a Psychokiller, a Shiv Worm, and two Starguards.

Characters who survive are scored to see how well they did. Success can earn special titles (besides valuable experience). For scoring purposes, remember to keep track of the number of turns it took the characters to complete the adventure.

Special Rules

Since equipment becomes extremely important in the adventure, keep in mind which encounters provide the characters with extra equipment and which cannot provide extra equipment. The characters can use the equipment carried by individuals from the **Human Table** under random encounters. The characters can use the weapons carried by alien from the **Alien Table** under random encounters at -2 to hit, but cannot fit into the alien's armor. The characters can use the weapons but not the armor of the Psychokiller in Scenario C3. Weapons and armor used by Robots and Mechtargots are unusable by the characters because such weapons and armor are built-in. No other encounter contains equipment usable by the characters.

Mechtargot encounters end the first time a character hits the Mechtargot. Such encounters are only designed to test the characters' reflexes. For some random encounters, a reaction roll is necessary. No morale rolls are needed, however. All combat continues until all individuals on one side are unconscious or dead.

Substituting Random Encounters

The STARNOMAD SURVIVAL MAZE was designed to fit the genre of hard science fiction. Many of the problems that the characters must solve require some basic knowledge of science roughly equal to a junior high or high school level. Other problems can be solved by deductive logic. Scenario B6 can be solved only if one player in the group knows some basic science. Scientific knowledge is useful in solving the problems posed in Scenarios B2, B7, and C1. No scientific knowledge is needed to solve the problems in Scenarios B5 and C2.

If you feel that any group of players does not have the knowledge or training needed to solve any particular problem in the adventure, don't use that encounter. Substitute a random encounter instead.

IV. SCENARIO A: EQUIPPING

Ship, Clan, and Association

Before equipping the characters, the characters should determine their Ship, Clan, and Association. Ten names have been given in each class. The characters should all be from the same ship, but no two characters should be of the same Association (the characters may eventually want to captain a team for the Political Game). Roll 1d10 once only to determine the same ship for all the characters. Roll 1d10 for each character to determine that character's Clan and Association. If two characters roll up the same Association, one of them chooses an unused Association.

Players' Handout for Ships, Clans, and Associations

Ship's Names

1. *The Ariton*
2. *The Zendres*
3. *The Saraphos*
4. *The Durian*
5. *The Ilarax*
6. *The Morelle*
7. *The Soterion*
8. *The Kerendas*
9. *The Tirana*
10. *The Obeggi*

Clan Names

1. *Tiger*
2. *Vorian (Death Maggot)*
3. *Shark*
4. *Flamewolf*
5. *Rhino (cerous)*
6. *Keraunosaur*
7. *Wolverine Rex*

8. *Spidercat*
9. *Bear*
10. *Corvinian (Cobra)*

Association Names

1. *Veslin Association*
2. *Hegirhun Association*
3. *Tarados Association*
4. *Zenthe Association*
5. *Tarviste Association*
6. *Eiblen Association*
7. *Rigos Association*
8. *Eriben Association*
9. *Enkelia Association*
10. *Manadel Association*

Equipping Rule

The characters do not get equipment for the adventure in the usual way. Instead, they have to make the equipment they use before entering the Survival Maze. Basically, the characters are shoved into a warehouse that contains all the raw materials they need, plus the machines to turn the raw materials into equipment. The characters then have a limited time to make their equipment.

Equipment is bought using equipping points. Each character has a number of equipping points equal to the sum of his MENTAL Ability Score and SPEED Ability Score. In other words, the characters ability to make equipment is a function of the characters' knowledge plus work speed. Non-Starnomad characters are given artificial memories by the Starnomads so that all characters temporarily have the knowledge common to anyone in Starnomad society (and can thus make futuristic equipment). The memories fade soon after the adventure ends.

Items listed on the **Equipment Table** have a number in parenthesis. That number equals the item's cost in equipping points. A number followed by a slash and a second number means equipping points per number of items. For example, "Metal Spikes (1/2)" means it costs one equipping point to make two metal spikes. Reloads for weapons are given per attack, not per individual bullet, energy shot, or clip. "Bullets (2/1)" would mean that it costs two equipping points for one attack's worth of reload for a weapon using bullets.

The **Equipment Table** is organized by groups of equipment that need the same MENTAL score minimum to make. A character's MENTAL score limits the complexity of equipment that a character can make. For example, a character with a MENTAL score of 12 and SPEED score of 15 would have 27 equipping points and could build any equipment in the categories of: 2-4, 5-7, 8-10, and 11-13. The character would not be able to build equipment listed in any other mental category.

The members of the group entering the Survival Maze are allowed to make equipment for each other. The group does not, however, total its equipping points. Each individual still spends his own equipping points.

EQUIPMENT TABLE (Player's Handout)

INT.	Equipment (cost in equipping points)
2-4	Club (1), Torch (2), Can of Paint (1), Sack (1), Modified Fist (1).
5-7	Knife (3), Quarterstaff (1), Pencil & Paper (1), Hand Mirror (2), Metal Spikes (1/2), Spark Striker (1), Sling (2), Ball Ammunition ¹ (1/10).
8-10	Bayonet (3), Musket (6), Mace (2), Spear (4), Tape Measure (1), Buff Coat (4), Leather Armor (6), Builder's Kit ² (12), Alcohol (2/pint), Alcohol Lamp (2), Hand Axe (4), Sword (4).
11-13	Two-handed Sword (5), Burglar's Tools (8), Oil Lantern (4), Burning Oil (2/pint), Make-up Kit (8), Medical Kit (12), Blackpowder (1/2), Crossbow (5), Crossbow Bolts (1/2), Steel Cuirass (7), Steel Demi-armor (10), Flintlock Pistol (7), Flintlock Rifle (9), Bullet Mold + Lead (3), Rope (1/6'), Spear Gun (5), Spears for gun (1/1), Backpack

- (2), Whip (4), Rapier (5), Mechanic's Kit (12).
- 14-16 Single-shot Pistol³ (7), Single-shot Rifle³ (9), Black Powder Grenade⁴ (3), Magnifying Glass (3), Smoke Bomb (2), Double-barrel Shotgun⁵ (7), Shotgun Shells (1/1), Matches (1/3), Polearm (7), Nitroglycerine (2/oz.), Steel Plate Mail (13), Ballistic Cloth Vest (4), Stengun⁶ (8), Steel Cable (1/6'), Flash Powder (2), Surgeon's Kit (15), Smoke Lenses (2), Bow (5), Arrows (1/1), Fuse Cord (3/ft.), Engineer's Kit⁷ (15).
- 17-19 Flashlight (5), Revolver (8), Bullets⁸ (2/1), Rifle (10), Ballistic Cloth Body Suit (6), Binoculars (8), Poison Gas Bomb (2), Gas Mask (6), Flaregun (9), Flare (2), Compass (5), Silencer (4), Tear Gas Bomb (2), Sleep Gas Bomb (3), Curare (3/oz.), Shotgun (10), Dynamite (3/stick), Electric Detonator (3).
- 20-22 Metal Detector (10), Radio Receiver (12), Telescopic Sight (7), Truth Serum (2/dose), Pistol (9), Sub-machinegun (11), Automatic Rifle (13), Plastic Cuirass (7), Plastic Demi-armor (9), Fragmentation Grenade (4), Timed Fuse (3), Thermite Bomb (3), Electroglove (7), Tangler (10), Tangle Reload (2), Electric Bug (4), Homing Device (3), Light Intensifier Goggles (10), Plastic Plate Mail (12), Ultraviolet Lantern (4), Ultraviolet Goggles (3), Needler (13), Needle Clip (2/1), Rocket Gun (14), Rocket Ammo (2/1), Electric Rapier (8), Stunner (12), Power Clip⁹ (2/1), Photon Gauntlet (9), Tape Recorder (10), Level 5 Kits (same cost).
- 26-28 Energy Vest (7), Energy Shield (10), Photon Bracelets (12), Magnetogun (15), Laser (17), Energy Claw (9), Jet-pack (20), Computerized Range Finder¹⁰ (12).
- 29-31 Force Axe (11), X-ray Laser (18), Multigun (18), Proton Beamer (17), Photon Sword (11), Energy Field (13), Hover Platform (25).
- 32-34 Sonic Disruptor (16), Energy Grenade (4), Neutron Beamer (18), Power Armor (20), Artificial Enhancement¹¹ (6), Varilance (14), Energy Whip (15), Photon Scrambler (17).
- 35-37 Space Armor (24), Psionics Detector¹² (20), Blaster (19).
- 38-40+ Gamma Raygun (21).

NOTES

¹Ball ammunitions (steel ball bearings) can be used both for a sling and a Magnetogun.

²Repair Kits do not include a full normal range of tools, but they do include enough tools to give the individual a chance to use his skill.

³Single-shot weapons do 1-10 points of damage. Reloading takes 1 turn. Single-shot weapons take ½ normal ammunition. Thus, bullets can be built at 1/1 instead of 2/1.

⁴Black Powder Grenades do 2-12 for a ten-foot radius. A special roll is needed because they are such unreliable weapons. Roll 1d6. On a roll of 1-4, the grenade explodes normally. On a 5, it fails to explode. On a 6, it explodes in the thrower's hand.

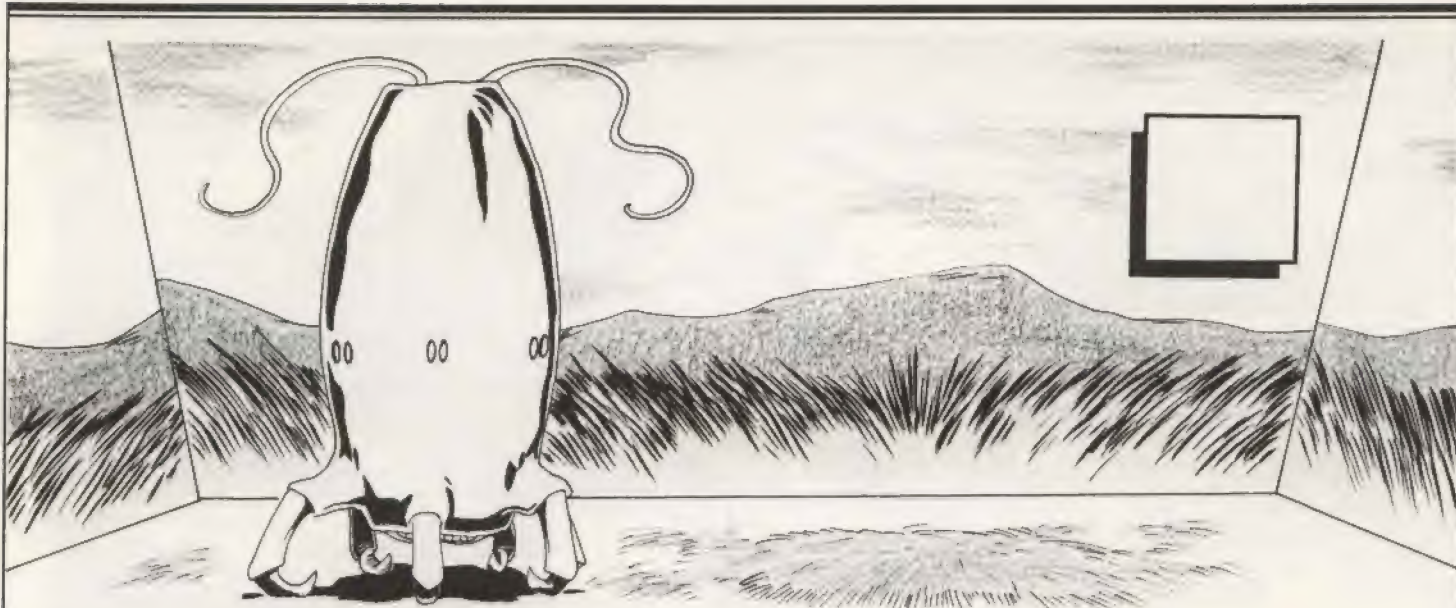
⁵Double-barrel Shotguns have 1 attack only. Reloading takes 1 turn. They still do 3-18 points of damage and have shells built 1/1.

⁶Stenguns have non-reloadable clips. It takes 10 turns to attach a new clip. Stengun clips only hold three attacks worth of bullets. Otherwise, treat the Stengun as a Submachinegun.

⁷Engineer's Kits can also be used for the repair function of Communications and Computer, or for repair attempts by Pilots and Scientists.

⁸All ammunition is given in cost per attack, not per bullet or clip. Thus, 2/1 means it takes two points to build one attack's worth of ammunition. The weapon's cost includes one full load of ammunition for that weapon. Flintlock weapons (including Musket) require both a bullet mold plus Black Powder.

⁹Power Clips are reloads for Photon Bracelets, Sonic Disruptors, Lasers, X-ray Lasers, Proton Beamers, Neutron Beamers, Blasters, Gamma Rayguns, Photon Scramblers, Stunners, and Multiguns. The clips are interchangeable.



¹⁰A Computerized Range Finder should be treated as giving a one skill level addition to every ranged weapon skill (even beyond the normal skill maximum) for any futuristic ranged weapon fired at greater than point blank range. It can only be used if a character has the Futuristic-3 skill of Interfacing.

¹¹Artificial Enhancement is a complex of drugs that adds one to six to each ability score for 50 turns. When the drug wears off, after 50 turns, the user temporarily loses 1-6 Life Points.

¹²A Psionics Detector detects the use of any Psychic Power within 30 feet, but will not be able to specify exactly who used the power, or what the power is.

V. SCENARIO B: THE MAZE

Scenario B represents that part of the Starnomad Survival Maze that actually contains maze-like corridors. Scenarios B1, B2, B3, and B4 could take place at any time depending on which direction the characters choose. It is possible that only one of those four scenarios may actually be encountered. Scenarios B5-B7 take place in the order given.

While in the maze section, characters are subject to random encounters. They also have to face special Mechtargers that test the characters' battle perception and combat skills. While wandering the maze, characters could face two Swamp Monsters, try to make repairs under zero-gravity conditions, battle two Stinger-Spear Squids and two Sillaka under zero-gravity conditions, and fight an Acheron Reaper. Finally, the characters have to figure out a way to cross a chasm filled with acid, replenish an air supply using miscellaneous materials, and solve the problem of which alien species in a zoo is actually the intelligent one.

Random Encounters

Random encounters take place only in Scenario B. Check for a random encounter at the beginning of every third turn when the characters are moving normally. If the characters slow down to carry unconscious characters, check at the beginning of every second turn. Roll 1d6. A roll of six indicates that a random encounter takes place.

To find out which random encounter occurs, first roll 1d6 to determine which random encounter table to use, then roll either 1d6 or 1d10 (depending on the table) to determine exactly which random encounter takes place. Each particular random encounter should be only used once. If the same random encounter is rolled up a second time, substitute another in its place.

RANDOM ENCOUNTER TABLE

Die Roll	Encounter Table
1	Clan Animal Table
2	Robot Table
3	Alien Table
4	Human Table
5	Trap Table
6	Event Table

Clan Animal Table

Clan Animal Reaction: 2-7 = attack, 8-12 = no attack.

Die Roll	Clan Animal Encounter
1	Tiger (AT = 14 x 3, D = 2-20, I = +6, A = none, LP = 42, M = 120', L = 8 . . . XP = 14).
2	Vorian Death Maggot (AT = 12 x 2, D = 2-12 + poison, I = +3, A = none, LP = 35, M = 90', L = 7 . . . XP = 10) Luck Roll of 20 = death unless Luck Roll score is greater than 11, otherwise if roll fails, character is unconscious for 3-30 turns.
3*	Great White Shark (AT = 18 x 2, D = 3-18, I = +5, A = -2, LP = 55, M = 60', L = 8 . . . XP = 13).
4	Flamewolf (AT = 13 x 2, D = 5-30, I = +4, A = -6 Ballistic, LP = 45, M = 90', L = 8 . . . XP = 30) Luck Roll or take 2-12 extra points for 1-3 turns from flame saliva.
5	Rhinoceros (AT = 16 x 2, D = 2-20, I = +4, A = -2, LP = 45, M = 60', L = 10 . . . XP = 11).
6	Keraunosaur (AT = 19 x 3, D = 3-30, I = +9, A = none, LP = 65, M = 150', L = 11 . . . XP = 35).
7	Wolverine Rex (AT = 16 x 3, D = 3-30, I = +8, A = none, LP = 55, M = 90', L = 12 . . . XP = 32).
8	Spidercat (AT = 16 x 2, D = 5-30, I = +5, A = none, LP = 50, M = 120', L = 7 . . . XP = 18). Can spin webs like spiders.
9	Grizzly Bear (AT = 13 x 2, D = 2-16, I = +3, A = 1, LP = 45, M = 90', L = 7 . . . XP = 9).
10	Corvinian Cobra (AT = 18 x 2, D = 3-18 + poison, I = +5, A = none, LP = 46, M = 60', L = 8 . . . XP = 14). Luck Roll of 19-20 = death unless Luck Roll score is greater than 15, otherwise a failure = unconscious, 3-30 turns.

*Encounter actually takes place in either room B1 or C1.

Robot Table

Robot Reaction: Compubots and Workbots never attack; Rogue Robots and Killer Robots always attack, Guardians and Autosoldiers roll reaction normally.

Die Roll	Robot Encounter
1	Compubot (AT=10, D=1-6, I=+2, A=-3, LP=20, M=60', L=8... XP=3).
2	Workbot (AT=10, D=1-6, I=+2, A=-3, LP=30, M=60', L=7... XP=4).
3	Guardian (AT=20, D=1-6+3 or 3-30, I=-3, A=-4 Ballistic, LP=35, M=90', L=8... XP=8).
4	Autosoldier (AT=16 x 2m, D=1-10+6 or 3-30+1, I=+4, A=-5 Energy, LP=50, M=90', L=0... XP=23).
5	Rogue Robot (AT=22 x 2, D=1-10+8 or 3-30+2, I=+6, A=-6 Energy, LP=65, M=90', L=10... XP=32).
6	Killer Robot (AT=18 x 3, D=1-10+9 or 5-30+2, I=+7, A=-7 Energy, LP=80, M=100', L=12... XP=57).

Alien Table

Alien Reaction: 1-6=attack; 7-10=no attack; 11-12=aid characters for one encounter. Limpet Warrior and Mantis Lord are -2 on reaction roll.

Die Roll	Alien Encounter
1	Astrega Hero (AT=17 x 2, D=1-10+4 or 3-30+1, I=+4, A=-6 Ballistic, LP=53(18), M=60', L=9, P=4... XP=32), Electrosensing power, armed with Vibrodagger and Laser.
2	Draconid Hero (AT=20 x 2, D=2-12+5 or 5-30+1, I=+5, A=-5 Ballistic, LP=56(20), M=70', L=10, P=5... XP=33).
3	Limpet Warrior (AT=13 x 2, D=3-30+2 or 1-10+5, I=+3, A=-7 Energy, LP=35, M=120', L=8... XP=19), armed with a Vibrodagger and Laser.
4	Mantis Lord Hero (AT=15 x 2, D=2-16+4 or 3-30+1, I=+4, A=-5 Ballistic, LP=46(18), M=70', L=12, P=4... XP=29), Physical Control and Dermal Armor powers, armed with a Varilance and X-ray Laser.
5	Imirrhos, Puppet Master (AT=15 x 2, D=6-36+2 or 1-6+4, I=+4, A=-7 Energy, LP=50(21), M=50', L=13, P=4... XP=48), Electrosensing, Electrosleep, EM Tuning, and Energy Field powers, armed with Photon Scrambler and Photon Gauntlet.
6	Feline Hero (AT=20 x 2, D=5-30+1 or 2-12+5, I=+6, A=-6 Energy, LP=65(22), M=70', L=9, P=6... XP=40), Hypnosis power, armed with Rocket Gun and Photon Sword.

Human Table

Reaction: 2-6=attack; 7-10=no attack; 11-12=aid characters for one encounter. Morgan Omega is +3 on reaction roll.

Die Roll	Human Encounter
1	Android Hero (AT=16 x 2, D=2-12+4 or 3-30+1, I=+4, A=-5 Ballistic, LP=46(17), M=70', L=9, P=4... XP=29), Physical Control and Dermal Armor powers, armed with Photon Sword and Laser.
2	Cyborg Hero (AT=19 x 2, D=2-12+5 or 5-30+1, I=+5, A=-7 Energy, LP=48(20), M=70', L=10, P=5... XP=32), Recycling Implant,

Weapon Implant (Proton Beamer), Plasteel Body powers, armed with Force Axe.

- | | |
|---|---|
| 3 | Starnomad (AT=20 x 2, D=2-12+7 or 6-36+2, I=+5, A=-7 Energy, LP=58(24), M=70', L=10, P=6... XP=45), Mind Block and ESP powers, armed with Photon Sword and Gamma Raygun. The Starnomad is a Warrior of a different ship, Clan, and Association than all the characters. |
| 4 | Morgan Omega (AT=17 x 3, D=2-20+8 or 5-30+1, I=+6, A=-7 Energy, LP=75(29), M=80', L=11, P=6... XP=73), Electrosensing, Electrosleep, Energy Field powers, armed with Energy Whip and Proton Beamer. |
| 5 | Gamma Mu, the Mutant (AT=16 x 2, D=6-36+2 or 1-10+4, I=+4, A=-6 Energy, LP=52(21), M=70', L=11, P=8... XP=53), Mind Block, ESP, Telepathy, Neural Overload, Forced Rapport powers, armed with Photon Scrambler and Vibrodagger. |
| 6 | Pongoid Hero (AT=16 x 3, D=2-12+6 or 4-24+1, I=+6, A=-5 Ballistic, LP=74(25), M=70', L=11... XP=46), armed with Force Axe and Magnetogun. |

Trap Table

Die Roll	Explanation of Trap
1	The metal floor plate under a character chosen at random falls open to reveal a pit lined with metal spikes. The victim must make a Luck Roll or take 3-18 points of damage. The trap closes after three turns. If the victim is not recovered by that time, he dies. The trap is worth five XP.
2	Hidden nozzles spray corrosive acid over an area 20 feet x 20 feet x 20 feet. The focal victim is randomly chosen. All individuals within the affected area take 2-12 points of damage. Any piece of metal equipment with movable parts has to make a Luck Roll at twice the character's normal score (i.e. the roll is twice as easy). Items that fail the roll are unusable. The trap is worth 10 XP.
3	A hidden energy bomb explodes next to a victim chosen randomly. Everyone within 20 feet takes 4-24 points of damage. The trap is worth 15 XP.
4	The floor plate under one character chosen randomly becomes electrified. The victim takes 2-20 points of damage and must make a Luck Roll or be knocked unconscious for 1-10 turns. The trap is worth five XP.
5	Hallucinogenic gas surrounds all the characters. Victims not wearing gas masks must make a Luck Roll or wander randomly through the maze for 1-20 turns, chasing Hallucinations. If more than half the characters are affected, it will be impossible for the unaffected characters to stop the affected ones. Characters with the Mind Block power are allowed a Luck Roll at double the normal score. The trap is worth 10 XP.
6	A hidden flamethrower fires a burst of flaming chemicals 30 feet long by 10 feet wide. Victims take 2-20 points of damage. Characters with flammable equipment must make a Luck Roll at double the normal score or equipment becomes useless. The trap is worth 10 XP.

Event Table

Die Roll	Explanation of Event
1	The ship accelerates to heavy gravity conditions (about three Gs). The acceleration lasts 1-20 turns. Characters are reduced to one-half normal speed,

have one-half normal initiative bonus, and are -3 to hit in all combat. Robots and Mechtargets are unaffected. Other types of foes suffer the same penalties as the characters. The event is worth five XP.

- 2 The ship decelerates to create light gravity conditions (one-fourth G) for 1-20 turns. Characters move at double normal speed and have double the normal initiative and damage bonuses. Robots and Mechtargets are unaffected. Other foes gain the same bonuses as the characters. The event is worth five XP.
- 3 The ship suddenly accelerates to 10 Gs. Characters must make a Luck Roll or pass out for 1-10 turns. The event is worth five XP.
- 4 The ship stops accelerating to create zero-gravity conditions for 1-10 turns. Characters without the Futuristic-1 skill can move and fight normally only by making a Luck Roll each turn. Once the Luck Roll is made, the character need not make another Luck Roll unless the character performs an action that would upset his balance in zero-gravity conditions (like firing a ballistic weapon). Robots, Mechtargets, Silakka, and Stinger-Spear Squids are unaffected. Other foes suffer the same penalties as the characters. The event is worth five XP.
- 5 All the ship's lights are turned off for 1-20 turns. The event is worth five XP.
- 6 The ship's lights suddenly flare with a blinding flash. Characters must make a Luck Roll or be blinded for 1-10 turns. The event is worth ten XP.

Mechtarget Encounters

Mechtargets are mechanized targets similar to targets on a police firing range, except that they can move and fight back. The walls of the maze are made of bare metal plates which can slide open to allow Mechtargets to emerge.

Mechtargets are triggered by the approach of the characters. Mechtargets ranges have been shown on the map to help you know when to trigger Mechtarget encounters. All Mechtargets have no armor. As soon as a hostile Mechtarget is successfully hit by any attack, it stops attacking and retreats back into its niche. It will not return, even if the characters pass the same spot later. Mechtargets have no Luck Rolls. The statistics for armor, Luck Roll, and Life Points have been deleted from the Mechtarget Table because they are unnecessary.

Part of the reason for Mechtargets is to test the characters' reaction. It is anti-survival to attack a Worker, Student, Exempt Merchant, or Warrior of one's ship, Clan, or Association. Mechtargets will be focused toward one individual in the group of characters (chosen randomly). On the first turn, only that individual can respond to the Mechtarget. The character can voluntarily give an initiative bonus to the Mechtarget in order to gain more information before reacting.

If the character gives the Mechtarget a +1 initiative bonus, the character learns what type of target he is facing (including a Warrior's ship). If the character gives the Mechtarget a +2 initiative bonus, the character learns, in addition, any Warrior's Clan. If the character gives the Mechtarget a +3 initiative bonus, the character learns, in addition, any Warrior's Association.

Any Mechtarget encounter that is solved in only one turn is worth five XP. Solving a Mechtarget encounter means not firing at a Student, Worker, Exempt Merchant, or Warrior of the same ship, Clan, or Association. It could also mean successfully hitting a Starguard, Human Terrorist, Mantis Lord, or Warrior not of the same ship, Clan, or Association. If it takes more than one turn to successfully solve the Mechtarget encounter, the encounter is only worth three XP. If the encounter is not successfully solved (usually because a character fires at an improper target), the characters lose five experience points.

Mechtargets are programmed to attack only if appropriate.

Thus, a Warrior Mechtarget will not attack if the chosen victim is of the same ship, Clan, or Association. The weapons of Mechtargets are not usable by the characters.

NOTE: Mechtarget 27 is activated when the party steps on one of the four "islands".

MECHTARGET TABLE

Target Number	Mechtarget Encounter
1	Warrior: Zendres-Corvinian-Enkelia (AT = 14 x 2, D = 1-10 + 3, I = +3, armed with a sword.
2	Warrior: Tirana-Flamewolf-Hegirhun (AT = 13 x 2, D = 1-10, I = +3), armed with a musket.
3	Starguard (AT = 19 x 2, D = 2-12 + 7, I = +3), armed with a Photon Sword.
4	Worker
5	Human Terrorist (AT = 11, D = 1-6 + 1, I = +1), armed with a Knife.
6	Worker
7	Student
8	Warrior: Morelle-Vorian-Eriben (AT = 11 x 2, D = 2-16, I = +3), armed with a Pistol.
9	Warrior: Tirana-Wolverine-Zenthei (AT = 13 x 2, D = 1-10, I = +3), armed with a Flintlock Rifle.
10	Mantis Lord (AT = 18, D = 3-30, I = +2), armed with a Laser.
11	Warrior: Ariton-Rhino-Manadel (AT = 20, D = 1-6 + 2, I = +2), armed with a Spear.
12	Human Terrorist (AT/13, D = 5-30, I = +2), armed with a Rocket Gun.
13	Student
14	Warrior: Ariton-Spidercat-Tarados (AT = 15 x 2, D = 9, I = +4, unarmed).
15	Exempt Draconid Merchant
16	Student
17	Warrior: Obeggi-Flamewolf-Tarviste (AT = 11 x 2, D = 2-12 + 3, I = +3), armed with a Photon Sword.
18	Worker
19	Starguard (AT = 19 x 2, D = 2-12 + 7, I = +3), armed with a Photon Sword.
20	Warrior: Saraphos-Shark-Veslin (AT = 11 x 2, D = 2-12, I = +3), armed with a Rifle.
21	Warrior: Durian-Vorian-Veslin (AT = 12 x 2, D = 2-12 + 3, I = +3), armed with a Force Axe.
22	Worker
23	Mantis Lord (AT = 11 x 2, D = 2-20, I = +3), armed with a Needler.
24	Warrior: Morelle-Shark-Eiblen (AT = 16 x 2, D = 5-30, I = +4), armed with a Proton Beamer.
25	Student
26	Human Terrorist (AT = 16, D = 2-20, I = +2), armed with an Automatic Rifle.
27	Exempt Human Merchant
28	Warrior: Kerendas-bear-Rigos (AT = 13 x 2, D = 2-12, I = +3), armed with a Revolver.
29	Student
30	Starguard (AT = 19 x 2, D = 3-30 + 3, I = +4), armed with a Laser.
31	Exempt Astregan Merchant
32	Warrior: Soterion-Keraunosaur-Enkelia (AT = 14 x 2, D = 4-24, I = +3), armed with a Magnetogun.

SCENARIO B1: SWAMP MONSTERS

Room B1 is filled with an artificial swamp habitat. The lowest areas are filled with pools of water about 20 feet deep. The rest of the room contains marsh grass, swamp plants, and cypress trees. There are two airlocks across the room from each other diagonally.

The room holds two Swamp Monsters (AT = 17 x 2, D = 2-12, I = +5, A = none, LP = 50, M = 90', L = 10, P = 7 . . . XP = 22). Swamp Monsters have the powers of **Hypnosis**, **Sensual Chaos**, **Hallucination**, **Fear**, **Telepathy**, and **Mind Block**. These seven foot tall shaggy horned humanoids try to attack the characters if

the characters cross the room.

Note that if a Great White Shark was rolled up as a random encounter, there will be one Great White Shark (AT=18 x 2, D=3-18, I=+5, A=-2, LP=55. M=60, L=8 . . . XP=13) in the pool of water that extends across the entire room.

SCENARIO B2: ZERO-G REPAIR

When the characters enter the room, the ship will stop accelerating, causing zero gravity conditions. Characters who do not have the Futuristic-1 skill [zero gravity] must make a Luck Roll to remain standing. Along one wall is a machine mock-up of a control terminal. Along the opposite wall is a closet marked "Maintenance" (filled with emergency space suits and patching material).

Suddenly, the section of wall marked "Breach in wall" bursts open with a fist-sized hole. A small meteorite smashes into the control panel. Air begins whooshing out of the hole. Emergency lights flash on and off. The airlocks seal shut and cannot be opened.

Map Key Explanations

Airlock: Airlocks are actually two doors with an airlock chamber between. The doors open by turning circular handles like doors in submarines. The inner door will open only when the outer door is locked shut. Airlocks were designed to encourage the group of characters to enter room all at the same time.

Mechtarget: Mechtargets are mechanized targets similar to those on police firing ranges, except that the Mechtargets can move and attack back.

Mechtarget Range: The range of the Mechtargets that have attacks is given to help you know when to use the various Mechtarget encounters. When any character moves within Mechtarget range of a particular Mechtarget, that Mechtarget is automatically triggered. Mechtargets with no given range have no attacks and are included to test the character's ability to avoid hitting civilians in combat. The Mechtargets with no given range are triggered when a character comes within three squares of the target.

Machine: This symbol shows the machines in Scenario B2.

Breach in Wall: This symbol denotes the area of the wall struck by a meteor in Scenario B2.

Damaged Machine: This is the area of the control panel struck by a meteor in Scenario B2.

Water: This symbol shows pools of water 20 feet deep.

Swamp: This is the artificial area of cypress tress, swamp water, and swamp plants.

Forest: This symbol shows an indoor forest.

Area Controlled by Psychic Plants: This symbol denotes the area limit of the physical (non-Psychic) attacks by the colony of Psychic Plants in Scenario C1.

Solid Wall: This symbol denotes area of wall too thick to blast through with explosives. One charge of any type of explosive with blast a hole in a non-solid wall section.

Clan Animal Cages: These are cages in the zoo holding representatives of the various clan animals (and provides a rational for including clan animals as possible random encounters).

Beginning: The square on which the characters start after the equipping phase is over.

End of Shuttle Tube: The square on which the characters find themselves after riding the shuttle tube from area B7.

Finish: The symbol that denotes elevators that lead the characters back to the living quarters of the ship.

This encounter is a simulated test to see how well the characters can handle an emergency in space. Besides the spacesuits, there is patching material in the closet and a few simple tools. The air will leak out in 20 turns. There is no space suit per character. Characters with no Futuristic-1 skill must make a Luck Roll each turn if they want to move or work in zero-G conditions. Once the roll succeeds, no further roll is needed unless the characters perform some action that will upset their balance in zero gravity (like firing a ballistic weapon). Characters with zero-G skill will have no problems moving and working normally.

Characters gain a bonus of one to thirty XP points if they are able to patch the hole in the wall and repair the control terminal. Characters with Mechanic-4 skill plus the Futuristic-1 skill, that have a Mechanic's Kit will automatically repair the damaged control panel. Characters with lesser Mechanic skills have a twenty per cent chance per level. Characters with at least Building-3, Communications-3, Computer-3, Engineer-2, Pilot-3, or Scientist-3 will have a ten per cent chance per level. Lack of a tool

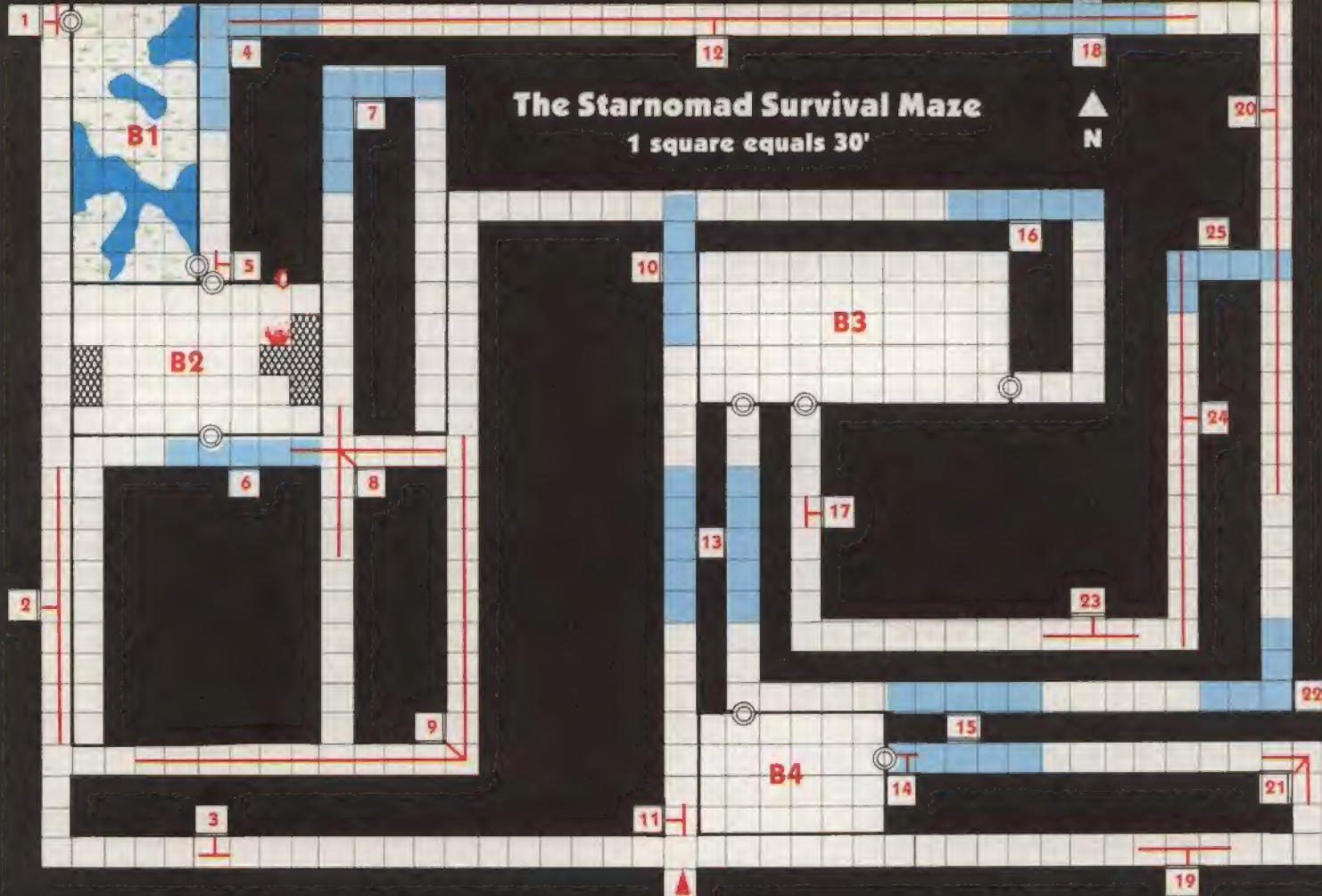
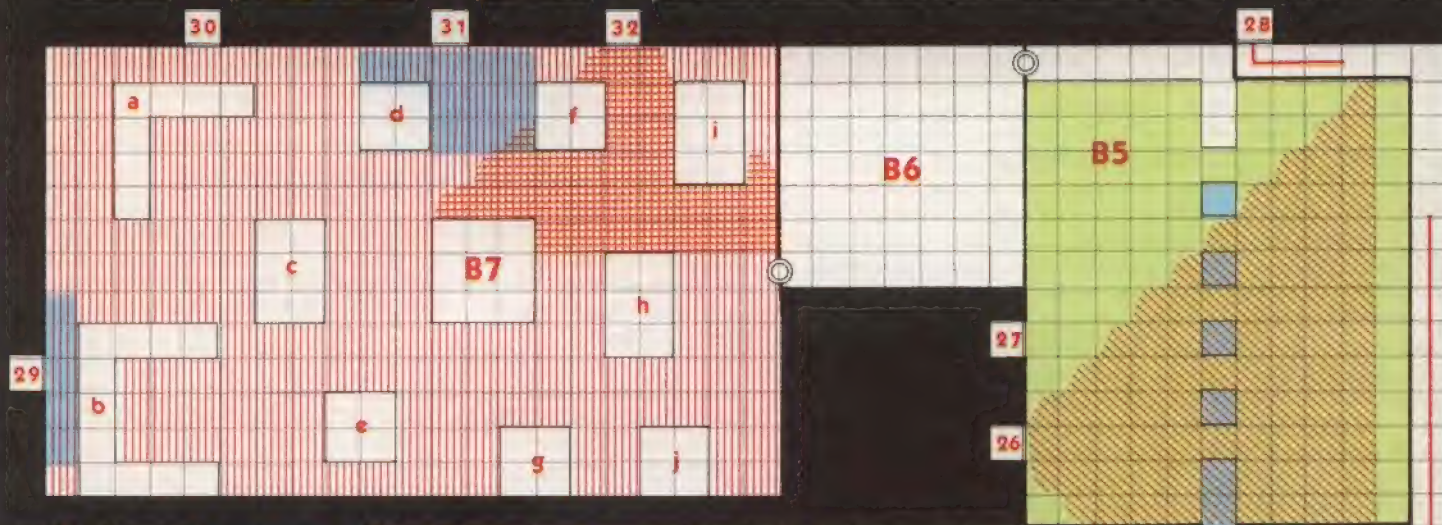
The Map

The map represents the Starnomad Survival Maze. It is actually the interior of a ship moving between two space habitats (which allows for gravity changes by altering acceleration). The areas for both Scenarios B and C are represented on the map. The two sections are not continuous, but are connected by a shuttle-tube system. The division between the two sections is actually a large area, but since the intervening area was not part of the Survival Maze, it was not portrayed on the map.

Map Key

B2	Room I.D.
	Airlock (in wall)
	Mechtarget range (1)
	Mechtarget
	Mechtarget range (2)
	Civilian Mechtarget range
	Solid wall
	Breach in wall
	Damaged machine
	Pool of Water
	Swamp
	Tree
	Psychic Plant control range
	Clan animal cage
	Starting location
	End of shuttle tube
	Ledge
	Acid pool
END	End of Survival Maze

Designer's Note: In playtests we found that it was easier for the GM to fill in the characters' map than to describe the maze and let the characters draw it.



kit reduces the chance by one-half. Lack of the Futuristic-1 skill reduces the chance by one-half. Both reductions are cumulative. Anyone can stick patching material over the hole in the wall.

The time spent repairing the control terminal is not counted toward the time limit for the maze, but the time spent patching the hole in the wall is counted toward the time limit. If the characters cannot repair the control terminal, or figure any other way out, there is a penalty of 11-30 (10 + 1d20) turns until the airlock doors are opened from central control. If the control panel is repaired, the characters can open the locks themselves without waiting for central control. If a character does not get inside a spacesuit within 20 turns, that character dies. The characters will find that upon leaving this room, the fabric of the space suits quickly disintegrates.

SCENARIO B3: ZERO-G COMBAT

Room B3 is an encounter designed to test the character's skill at Zero-G combat. It contains two Silakka (AT=20, D=3-18, I=+3, A=-6 Ballistic, LP=35, M=30', L=7 . . . XP=9 and two Stinger-Spear Squids (AT=20, D=2-16 + special, I=+3, A=none, LP=20, M=60' . . . XP=4).

When the characters enter the room the ship stops accelerating, causing zero gravity conditions. Both the Silakka and Stinger-Spear Squids attack. Any character who does not have the Futuristic-1 skill (zero gravity) must make a Luck Roll each turn. Once the roll succeeds, no further roll is needed unless something happens to upset the characters' balance (like being attacked successfully by a Stinger-Spear, or firing a ballistic weapon). Characters with the zero gravity skill need not make a Luck Roll.

Any character hit by a Stinger-Spear Squid must make a Luck Roll or be paralyzed the next turn. It will take a Stinger-Spear Squid 20 turns to disengage from a victim after a successful hit (since the sword-snout is stuck in the character). On subsequent turns, characters only take 1-10 points of damage from Stinger-Spear Squids, but such damage is automatic.

If half the characters do not have the Futuristic-1 skill, increase the XP value of the foes in this room by one and one-half (i.e. 14 and six). If no characters have the Futuristic-1 skill double the XP value (i.e. 18 and eight).

SCENARIO B4: THE ACHERON REAPER

An Acheron Reaper (AT=20 x 3, D=4-24, I=+6, A=-7 Ballistic, LP=70, M=90', L=11 . . . XP=49) waits to attack the characters. If the Acheron Reaper gains the initiative, all three attacks take place during the initial combat phase. But if the Acheron Reaper loses the initiative, all three attacks take place during the multiple attack phase.

SCENARIO B5: ACID CHASM

Room B5 contains a chasm 150 feet deep. The chasm floor is covered in a deadly, highly corrosive acid 10 feet deep. A broken path of ledges leads across the chasm in the center of the room. The ledges are lined with acid-proof, ceramic-plastic tile. All the ledges are as high as the floor of the maze. The ledges are separated by 30 feet of empty space.

The room tests the characters' ability to improvise a crossing. Note that the easiest solution to the problem is the most direct—to blow a hole in the end of the corridor near Mechtarg #28, and thus bypass the room entirely. The GM can award up to 30 XP to the characters if they can figure out a way across or around room B5.

SCENARIO B6: THE OXYGEN TEST

Room B6 appears to be a storeroom filled with barrels and trough-like vats. The walls are covered with porous tiles made of plasteel. After the characters enter, both doors shut and lock. The air in the room begins to be slowly pumped out through the porous wall tiles. The characters have to figure out a way to remain conscious long enough to open the doors.

The different barrels contain 1) metal washers, 2) electric wires, 3) bunsen burners, 4) broken ceramic mugs, 5) test tubes, 6)

rubber tubing, 7) old batteries (some charge left, 8) a half-full cylinder of natural gas, 9) broken pieces of charred wooden furniture, 10) empty tin cans, 11) a pile of old fertilizer covered with a white crystalline deposit, 12) corroded metal pipes, 13) an assortment of chemical reagents in jars, 14) plastic floor tiles, and 15) used diodes. The different trough-like vats contain 1) sulfuric acid (H_2SO_4), 2) water (H_2O), and 3) liquid mercury. Give the players the special handout for area B6 so that they will have a list of items in the room.

Players' Handout for area B6

The different barrels contain:

- 1) metal washers
- 2) electric wires
- 3) bunsen burners
- 4) broken ceramic mugs
- 5) test tubes (unbroken)
- 6) rubber tubing
- 7) old batteries (some charge left)
- 8) a cylinder of natural gas (half-full)
- 9) broken pieces of charred wooden furniture
- 10) empty tin cans
- 11) a pile of old fertilizer covered with a white crystalline deposit
- 12) corroded metal pipes
- 13) an assortment of chemical reagents in jars
- 14) plastic floor tiles
- 15) used diodes

The different trough-like vats contain:

- 1) sulfuric acid (H_2SO_4)
- 2) water (H_2O)
- 3) liquid mercury

This particular encounter is designed to test the characters' reasoning abilities and scientific knowledge. There are two solutions to the dilemma which only use the equipment stored in the room.

The best solution is for the characters to create their own oxygen using electrolysis of water (running an electric current through water releases oxygen and hydrogen). To work best, the batteries should be completely filled using the sulfuric acid (carried in ceramic mugs) and the water should be primed with a little sulfuric acid. The hydrogen should also be carried to the wall using some of the tubing. If the characters state they use electrolysis of water to create oxygen, they get the full 30 XP point bonus. If they know about additional details, assign a special bonus.

If the characters make their own oxygen, the doors open automatically since they have solved the survival problem.

A second solution is to manufacture gunpowder. Using the reagents, bunsen burner, test tubes, and natural gas, the characters can extract the sulfur from the sulfuric acid. Charcoal can be extracted from the charred bits of furniture. Any character with the Scientist skill will recognize the white crystalline deposit on the fertilizer as saltpeter. Charcoal, sulfur, and saltpeter mix together to form gunpowder (in a 2/1/1 ratio). If the characters make their own gunpowder then assign them up to 30 XP.

The characters can, of course, merely blow down the door using explosives or firepower from futuristic weapons. Such an action, however, gains no XP bonus since the characters are needlessly wasting valuable resources. Time spent solving the survival problem is not counted against the maze time limit.

SCENARIO B7: THE ZOO KEEPER

Room B7 is a zoo where the clan animals are usually kept. The lettered cages each contain clan animals. The contents of the cages are:

- Cage a—Three tigers
- Cage b—Three Vorian Death Maggots
- Cage c—Two Great White Sharks (in a pool of water)
- Cage d—Two Flamewolves
- Cage e—Two Rhinoceri
- Cage f—One Keraunosaur



Cage g – Two Wolverine Rexes

Cage h – Two Spidercats

Cage i – Two Grizzly Bears

Cage j – Two Corvinian Cobras

The cage marked "B7" is divided into five different sections. Each section holds a separate cage that has three solid walls and a fourth barred wall. On the outside of the master cage is a control panel with five large buttons. The buttons are arranged in a row. Each button is marked with a different symbol. From top to bottom the symbols are: square, circle, triangle, hexagon, and rectangle.

Players' Handout for Area B7

A sign over the buttons reads: "EXIT." A notice under the sign reads: "The Zoo Keeper can point out the correct button to open the hidden exit from the zoo. The Zoo Keeper is the only intelligent alien in this cage. The other four aliens in this cage are unintelligent, but they have been conditioned to point out an incorrect button. Pressing an incorrect button will result in hidden laser guns opening fire. Pressing the correct button will open the exit that leads to the final series of rooms in the Survival Maze. The Zoo Keeper has been instructed not to help in any way. Threatening the aliens in this cage will result in immediate death."

Alien #1

Alien #1 is about 6 feet tall and weighs about 220 pounds. It shuffles over to a food box containing a mixture of meat, grain, and vegetables. Its movement resembles that of a human (known as semi-braciation). It is able to produce sounds which could be a language. Three walls of its cage are painted in color to show typical jungle scenes (two-dimensional).

It has a snouted face, more dog-like than human. Its two eyes are spaced wide apart on either side of the snout (like those of a horse). Its teeth are ape-like though the molars are heavier and larger, and the canines are longer and sharper. It has four fingers, but no thumb. The fingernails are thicker and longer than humans, but are not true claws. Its body is covered with soft, downy fur.

Alien #2

Alien #2 has a barrel-shaped body 10 feet tall by 6 feet in diameter. It weighs about 500 pounds. The body is protected by a thick armor shell. It has six thick legs, jointed like those of a crab. Two thin antennae protrude from the top of its body. At the bottom of the body, in the center, is a large mouth. The creature has six pairs of eyes spaced around its body.

In the center of the cage is a pile of cut grass. The creature ambles over and lowers itself on top of the fodder. Three walls of the cage contain black-and-white hologram pictures of grassy plains.

Alien #3

Alien #3 is a tentacled ball about 4 feet in diameter. It has no visible senses. One tentacle reaches into a bin filled with dead insects, leaves, and fruits. The tentacle sprays the food with an acid that breaks the food down into liquid mush. A second tentacle sucks in the liquid food. The walls of the cage are painted in two-dimensional, abstract shades of gray.

Alien #4

Alien #4 is about 4 feet tall and weighs about 120 pounds. It walks upright on four thick tentacles. A pair of thinner tentacles grow from each shoulder. All the tentacles split at the end to form three 6 foot long tentacles arranged in opposition, like a triangle. The creature has a long, flexible, bifurcated tubular mouth similar to an elephant's trunk split up the middle. The hairless body is bulbous and sleek, shaped like a torpedo.

The creature has two small eyes set close together in its face. The eyes can be protected by cup-like scales of clear shell which can close over them. The characters notice that the eyes do not seem to be able to track objects further away than 50 feet. The creature has a series of gill slits along its body and head. Its feed bin is filled with fish, kelp, and sea plants. The walls of the cage contain color holograms of different sea-shore scenes. Near the back of the cage is a small pool about ten feet by ten feet by ten feet. The creature can produce sounds that might be speech by playing its mouth like a musical instrument.

Alien #5

Alien #5 is about 10 feet tall and weighs about 350 pounds. It has a crocodile-like head, though its brain case is larger than that of a crocodile. It usually walks on all fours, though it sometimes walks semi-upright (like a bear) on two legs. The front legs are less massive than the hind legs. The limbs end in six finger-like digits with two opposing thumbs on each hand. Its claws appear to be retractable. It has two large saucer-like eyes in the front of its head.

The creature shambles over to its feed bin which is filled with slabs of raw meat. The creature's cage is unlighted and twilight-dark. The cage walls are covered with black-and-white holograms showing moonlit forest scenes. Its body is covered with dark fur.

Each alien has a mock-up of the control panel buttons in its cage. Alien #1 will point to the hexagonal button. Alien #2 will point to the square button (using an antennae). Alien #3 will point to the rectangular button with a tentacle. Alien #4 will point to the triangular button with its arm-tentacle. Alien #5 will point to the circular button.

If any incorrect button is pressed, a Laser hidden in the wall opens fire (AT = 20, D = 3-30, A = none, LP = 30). There will be one functional Laser that opens fire each time the characters make a



wrong guess and press the wrong button. If the correct button (the triangle) is pressed, the cage door to Alien #4's cage will open and the pool will drain. Once the pool is empty, the bottom opens up to reveal a shuttle-tube system that takes characters to the "Start" area of room C1. The shuttle-tube goes one way only.

Alien #4 also opens a weapons' cache and re-supplies the characters with the exact amount of extra ammunition they started with. If anyone except the alien attempts to meddle with the cache, it is destroyed, causing 3-30 points of damage to the meddling individual.

The time spent deducing which alien is intelligent does not count against the maze time limit. Successful deduction of the intelligent alien is worth up to 30 XP.

Alien #4 is the intelligent species, an Argilian. Clues to its intelligence are 1) upright body with opposed tentacles that give a physical framework for tool making, 2) color binocular vision that implies that vision is its dominant sense, another physical clue to tool-making, 3) an omnivorous diet (carnivores and herbivores usually already have bodies too specialized to lead to evolution of intelligence), and 4) the physical ability to produce a wide range of sounds, implying the ability to communicate. Its apparent disability to see long distances is a trick to keep the characters guessing. In reality, the dish-shaped ears coupled with the wide spectrum of sounds that can be produced by its trunk imply the additional ability to sense by using sonar and radar (which are, indeed, its long range senses).

The other creatures all have disabilities that preclude the evolution of intelligence.

Alien #1 has unsophisticated visual apparatus, implying it relies more on other senses. It also has no opposable thumb and could not be a tool-builder.

Alien #2 is herbivorous and has no arms at all. It could not be a tool-builder and is already too physically specialized to develop intelligence as an evolutionary adaptation. It is basically just an eating machine.

Alien #3 shows no physical traits at all that would indicate evolution of intelligence. It is so bizarre that it serves as the joker or wild card to keep the characters guessing.

Alien #5 does not truly walk upright and has specialized, nocturnal vision that indicates it could not be a tool maker. It has already specialized in carnivorous adaptation. There is no indication that it is capable of speech. Finally, its size indicates that it has no need to develop intelligence to defeat its natural enemies.

VI. SCENARIO C: SEQUENTIAL ROOMS

The area of the survival maze where Scenario C takes place is separated from the area where Scenario B takes place by a shuttle tube system. For convenience sake, both areas were drawn on the same map. There are no random encounters or Mechtargen encounters in Scenario C.

SCENARIO C1: PSYCHIC ATTACK

Room C1 is an indoor forest. The ground consists of small hills. Grass, flowers, and trees have been planted on the hills. Some of the valleys are filled with pools of water about 20 feet deep. In the center of the room is a golden ball attached to the ceiling. It is about 10 feet in diameter and provides artificial sunlight. There are no other lights in the room.

Ten of the trees are actually a colony of Psychic Plants. As soon as the characters enter the room, the Psychic Plants use their powers to make the room look like a normal engine room with the seats for the control panel actually being their digestive pods.

Since the characters entered the room from the transport tubes before the Psychic Plants could project their illusion, the characters have good reason to suspect something is wrong. Under the circumstances, the characters are allowed a Luck Roll to shake off the mental control of the plants. If it succeeds, the character sees the room as it really is; if it fails, the characters are convinced that the only intelligent action is to sit at the control panel. Characters with **Mind Block** don't see the illusion.

Characters with **Mind Block**, or characters who shake off the mental control know that somehow the ten trees of the Psychic Plant colony are responsible for the illusion. The Psychic Plants (AT=10 x 5, D=1-10, I=+5, A=none, LP=200, M=none, L=10, P=10... XP=66) can, of course, be attacked physically. The most intelligent action, however, is to make the deduction that plants need sunlight, and to shoot out the light.

The mind control of the plants immediately stops as the plants go dormant. The Psychic Plants will no longer attack, though they will defend if attacked. It will be safe for the characters to walk across the room. If the Psychic Plants are defeated in physical combat, the characters receive the full 66XP (though some of the characters are likely to die). If the light is shot out, the characters still receive one-half experience (33XP).

If a Great White Shark was rolled up as a random encounter, and was not encountered in room B1, there will be one Great White Shark (AT=18 x 2, D=3-18, I=+5, A=-2, LP=55, M=60, L=8... XP=13) in the pool next to the door to room C2.

SCENARIO C2: CODED AUTOMEDIC

The room is empty except for a 10 foot tall machine shaped vaguely like a human. On the chest of the machine is a blue button, a red button, a purple button, a black button, and a white button. Next to the buttons, on the right, is a handle. There is also a handle next to the buttons on the left. On the face of the machine is one large red light. Stamped above the light is a plate marked "Automedic."

Players' Handout for Area C2

Below the buttons is a second plate. This plate is marked:



Coded Operating Instructions

Lpmqq rim ugatf usrrkj, rimj rim dpmmj usrrkj. Lsgg kj rim gmer iajogm ajo rim Asrkhmocht wgg klmj. Lgadm a larcmr cjgcom rim Asrkhmocht sjreg rim pmo gdir qrlq egaqicjd.

Automedic is the key.

MOST FREQUENT WORDS (per 10,000 words)

a	108	I	16	still	6
about	11	if	11	such	6
after	11	in	111	take	5
all	18	interest	5	than	9
an	16	into	9	that	61
and	142	is	72	the	420
are	40	it	43	their	18
as	31	its	10	them	11
at	25	large	5	there	15
be	43	last	6	these	7
been	14	like	5	they	9
before	5	made	8	this	24
being	10	make	5	through	6
between	5	many	14	time	12
but	24	may	13	to	132
by	42	more	14	today	13
can	6	most	9	under	6
country	5	must	7	up	6
day	8	my	11	upon	5
days	6	new	6	very	10
debts	5	no	10	war	6
dollars	11	not	22	was	32
even	8	now	6	we	12
every	6	of	222	well	6
first	7	on	30	were	20
for	49	one	23	what	5
found	6	only	10	when	14
from	24	or	19	where	6
general	6	other	11	which	25
good	5	our	5	while	6
great	7	out	8	who	13
had	13	over	10	will	24
has	24	people	6	with	31
have	22	public	6	would	13
he	31	said	6	years	6
her	6	since	6	you	10
here	6	so	14		
him	5	some	11		
his	21				

Players' Handout for area C2

FREQUENCY OF LETTER OCCURRENCE

Letter	Frequency/1000 words
1. E	131.05
2. T	104.68
3. A	81.51
4. O	79.95
5. N	70.98
6. R	68.32
7. I	63.45
8. S	61.01
9. H	52.59
10. D	37.88
11. L	33.89
12. F	29.24
13. C	27.58
14. M	25.36
15. U	24.58
16. G	19.94
17. Y	19.82
18. P	19.82
19. W	15.34
20. B	14.40
21. V	9.19
22. K	4.20
23. X	1.66
24. J	1.32
25. Q	1.21
26. Z	.77

For convenience, the groups may be listed as follows:

- I. - E
- II. - T
- III. - A, O, N, R, I, S
- IV. - H
- V. - D, L, F, C, M, U
- VI. - G, Y, P, W, B
- VII. - V, K, X, J, Q, Z

MOST COMMON DOUBLED LETTERS

(frequency per 1000 words)

LL	19	FF	9	MM	4
SS	15	RR	6	GG	4
EE	14	NN	5	DD	1½
OO	12	PP	4½	AA	½
TT	9	CC	4	BB	¼

V and Z sometimes occur doubled in proper names. No other letters occur as doubles.

Attached to the Automedic is a plastic page with three tables. The three tables are: FREQUENCY OF LETTER OCCURRENCE, MOST FREQUENT WORDS, and MOST COMMON DOUBLED LETTERS. A copy of the coded operating instructions and the three tables should be given to the players so that they can solve the code for their characters.

The operating instructions are in a keyword code. A keyword code is a simple substitution code where one letter is used to substitute for another. The substitution is determined by use of a keyword that has no repeating letters (or ignores repeating letters). The keyword is written, then the rest of the alphabet (in order, minus the letters in the keyword). Underneath the keyword line is written the alphabet in normal order. The letters on the first line substitute for the real letters in the message.

Automedic keyword code substitutions

A	U	T	O	M	E	D	I	C	B	F	G	H
A	B	C	D	E	F	G	H	I	J	K	L	M
J	K	L	N	P	Q	R	S	V	W	X	Y	Z
N	O	P	Q	R	S	T	U	V	W	X	Y	Z

It is unlikely that any of the players will be code experts, so the clue: "Automedic is the key" has a second meaning. In a set of operating instructions the name of the machine to be operated is likely to appear. Thus, the chances of a nine-letter word, which is capitalized to indicate a title, not being equal to "Automedic" are extremely small. Given nine letters, it is usually easy for the players to decode the instructions. To further help the players decode the message, three tables used in codes are given.

When decoded, the operating instructions read:

Press the black button, then the green button. Pull on the left handle and the Automedic will open. Place a patient inside the Automedic until the red light stops flashing.

If the characters follow the instructions, they can use the Automedic. Any incorrect attempt to use the Automedic renders it useless. The Automedic can restore all lost Life Points to all characters still alive (including unconscious characters). If the players do not need the tables to decode the instructions they are eligible for an XP bonus of up to 20XP.

SCENARIO C3: PSYCHOKILLER

A Psychokiller (AT=18 x 3, D=1-10+11 or 6-36+2, I=+7, A=-7 Ballistic, LP=80, M=90, L=10, P=7... XP=72) will attack the characters. The Psychokiller carries a Vibrodagger and Gamma Raygun.

SCENARIO C4: SHIV WORM

The area between the doors in room C4 is virtually filled by a Shiv Worm (AT=17 x 3, D=3-30, I=+6, A=none, LP=90, M=30, L=8... XP=44). The Shiv Worm will fight to the death.

SCENARIO C5: STARGUARDS

The final battle for the characters is against two of the arch-enemies of the Starnomads. The two Starguards (AT=19 x 2, D=2-12+7 or 3-30+3, I=+4, A=-9 Energy, LP=47(15), M=70, L/9, P=4... XP=34) will fight to the death. They are armed with Photon Swords and Lasers, and have the power of **Mind Block**.

If the characters defeat the Starguards, they open the airlock that leads to elevators that return the characters to the non-maze parts of the ship.

VII. SCENARIO D: SURVIVAL AWARDS

All characters who live to finish the Starnomad Survival Maze are eligible for survival awards and titles. It does not matter if finishing meant that an unconscious character was carried out by another character.

Scoring

Scoring is per group of characters who adventure through the survival maze at the same time. Each individual in the group receives the same score. The groups' score is equal to the sum total of the experience points earned by the group minus the number of adjusted turns it took to complete the survival maze adventure. Adjusted turns are used because certain encounters do not count as turns against the final score and because, after 200 turns, each turn counts as more than one against the final score.

Survival Score = Group XP - #Adjusted Turns

Adjusted Turns

1-200 = one point each
201-300 = two points each
301-400 = three points each
401-500 = four points each
501-600 = five points each

Any character still in the maze after 600 turns is automatically dead.

Survival Titles

Depending on their score, characters receive an official survival title. If the character is not a Starnomad, he also receives survival awards. Consult the following table to see exactly what title and award were earned. All awards are cumulative. Thus, a Survivor - 1st Class becomes a Starnomad Warrior, gains an energy vest, the close combat and ranged combat weapon of his choice, and gains the Futuristic-1 skill.

In addition to the normal XP, you can assign -50 to +50 XP to the group for unintelligent or intelligent play.

Survival Title Table

Survival Score	Survival Title	Survival Award
0 or less	Survivor	Acceptance into Starnomad Society.
1-99	Survivor - 5th Class	Awarded Warrior Status
100-199	Survivor - 4th Class	Energy Vest*
200-299	Survivor - 3rd Class	Close Combat Weapon of the Character's Choice
300-399	Survivor - 2nd Class	Ranged Weapon of the Character's Choice
400+	Survivor - 1st Class	Futuristic-1 Skill**

*If an energy vest is already owned then an energy shield will be awarded. If an energy shield is already owned then an energy field will be given. If armor better than an energy field is already owned, nothing will be given.

**The skill is artificially learned and does not count against the normal limit. If a Futuristic skill has already been learned, then the category will increase by 1 up to a limit of 3. If the character already has the Futuristic-3 skill or better, then nothing will be gained.

The Survival Maze as a Tournament Adventure

The STARNOMAD SURVIVAL MAZE is an excellent adventure for tournaments held by gaming groups or at gaming conventions. The adventure emphasizes intelligent, thoughtful play by the players. Playtesting showed that the better groups of players usually scored higher. The adventure can be finished in a reasonable short time (4-6 hours). Finally, the scoring system is complex enough that it is highly unlikely that two groups will score the same. The tournament requires only one round of play.

VIII. NEW FOES

This section describes new foes introduced in the adventure. The format which is used is the same as that used in THE BOOK OF FOES.

Acheron Reaper

ATTACK: 20 x 3*
DAMAGE: 4-24
INITIATIVE: +6
ARMOR: -7 Ballistic
LIFE POINTS: 70
MOVEMENT: 90'
LUCK: 11
NUMBER: 1-5
EXPERIENCE: 49
POWER: 5

*special, see below

An Acheron Reaper is a type of alien cyborg that originated in the Achernar system. The biological parts of the cyborg are completely enclosed in a mechanical plasteel framework. The framework moves on large, solid tires. The entire framework is about 15 feet wide.

In front (and in back) of the cyborg is an outjutting frame holding three large whirling plasteel blades. If the Acheron Reaper gains the initiative, all three attacks take place during the initial attack phase. If the Acheron Reaper does not gain the initiative, all three attacks take place during the multiple attack phase. Acheron Reapers have the powers of **Recycling Implant**, **Weapon Implant**, and **Plasteel Body**.

Acheron Reapers can be modified in many ways (which could affect their XP value). Some typical modifications include: 1) substituting energy blades for the plasteel blades (D=4-40, XP+19), 2) mounting triple futuristic ranged weapons to the mechanical frame at the juncture in the center of the blades, 3) giving the Acheron Reaper better armor, 4) giving the Acheron Reaper the **Exoskeleton Power** (AT=22 x 3, D=+2 per attack, I=+2, M=100'), and 5) giving the cyborg the **Back-up Metabolism** power (LP=+31-50).

The statistics for an Acheron Reaper using the above modifications to maximize its potential (including gamma Rayguns and space armor) would be:

ATTACK: 22 x 3*
DAMAGE: 6-36 +2, or 4-40 +2
INITIATIVE: +8
ARMOR: -10 Energy
LIFE POINTS: 120
MOVEMENT: 100'
LUCK: 13
NUMBER: 1-5
EXPERIENCE: 135
POWER: 7

ARGILIANS

Average
ATTACK: 9/9*
DAMAGE: wpn (+1)
INITIATIVE: +1
ARMOR: none
LIFE POINTS: 9
MOVEMENT: 30/90**
LUCK: 6
NUMBER: 1-20
EXPERIENCE: 3

Hero
ATTACK: 13 x 2/13 x 2*
DAMAGE: wpn+1 (+3)
INITIATIVE: +3

Soldier
ATTACK: 14/4*
DAMAGE: wpn (+2)
INITIATIVE: +2
ARMOR: -4 Ballistic
LIFE POINTS: 14
MOVEMENT: 30/90**
LUCK: 7
NUMBER: 1-10
EXPERIENCE: 3

Skanthos
ATTACK: 21 x 2/21 x 2*
DAMAGE: wpn+2 (+5)
INITIATIVE: +5

ARMOR: -5 Ballistic
LIFE POINTS: 38(14)
MOVEMENT: 40/100**
LUCK: 8
NUMBER: 1-6
EXPERIENCE: 27
POWER: 3

ARMOR: -6 Energy
LIFE POINTS: 62(23)
MOVEMENT: 40/100**
LUCK: 10
NUMBER: 1
EXPERIENCE: 53
POWER: 5

*Argilians have an extra attack because they have an extra set of arms.

**The first number given is movement on land, the second number given is movement in the water.

Argilians are a race of intelligent alien amphibians. They are about four feet tall and weigh about 120 pounds. They walk upright on four thick tentacles. A pair of thinner tentacles grows from each shoulder. All the tentacles split at the end to form "hands" or "feet" of three six inch long, opposed tentacles. Argilians have large heads with dish-like ears about 1 foot across and a bifurcated trunk-like mouth. They have two small eyes protected by cup-like, clear scales. Their hairless bodies are bulbous and sleek, shaped like torpedoes.

Argilians cannot see well beyond 50 feet. At distances greater than 50 feet they use radar and/or sonar sensing. Argilians are in great demand as workers for underwater development. To avoid exploitation, they have set up an intergalactic union that regulates wages and working conditions.

Argilian Heroes have the first power of any one class. Skanthos the Argilian have the powers of **Electrosensing**, **Electrosleep**, and **Energy Field**.

Corvinian Cobra

ATTACK: 18 x 2
DAMAGE: 3-18 + poison
INITIATIVE: +5
ARMOR: none
LIFE POINTS: 46
MOVEMENT: 60'
LUCK: 8
NUMBER: 1-3
EXPERIENCE: 14

Corvinian Cobras are large alien serpents that are found in the constellation of Corvus. They can grow as large as 20 feet long. They have 10 lizard-like legs in the center of their serpentine bodies. They can either move on these legs or, holding the legs in, move like a snake (especially in trees). The long tail section is used to wrap around victims. The front section ends in a large, cobra-like head. Once a Corvinian Cobra successfully attacks, further attacks on the same victim automatically succeed. Anyone bitten by a Corvinian Cobra must make a Luck Roll. On a roll of 19 or 20, the victim dies unless his Luck Roll score is greater than 15. If the Luck Roll fails, the victim passes out for 3-30 turns.

Flamewolf

ATTACK: 13 x 2
DAMAGE: 5-30
INITIATIVE: +4
ARMOR: -6 Ballistic
LIFE POINTS: 45
MOVEMENT: 90'
LUCK: 8
NUMBER: 1-5
EXPERIENCE: 30

Flamewolves are a silicon-based life form resembling large, rock-like wolves. Their saliva and blood contain a chemical composition which, when exposed to oxygen, bursts into flame. The Flamewolves themselves are immune to fire. The victim of a successful Flamewolf attack must make a Luck Roll to try to get rid of the fiery saliva in the wound. If unsuccessful, the victim takes 2-12 points of damage automatically each turn for 1-3 turns (i.e.

until the flames burn themselves out). A separate Luck Roll must be made for each successful attack by the Flamewolf.

Keraunosaur

ATTACK: 19 x 3
DAMAGE: 3-30
INITIATIVE: +9
ARMOR: none
LIFE POINTS: 65
MOVEMENT: 150'
LUCK: 11
NUMBER: 1-10
EXPERIENCE: 35

Keraunosaur means "Lightning Lizard." It is a giant alien reptile noted for its speed and ferocity. Its general features resemble those of Terran dinosaurs. The Keraunosaur's body is about 25 feet long. It is shaped for speed, similar to the bodies of cheetahs or greyhounds. When sprinting, Keraunosaur can attain speeds of 50-60 miles per hour. The species is carnivorous and often hunts in small packs. They prefer open types of terrain.

Psychic Plants

ATTACK: 10 x 5
DAMAGE: 1-10
INITIATIVE: +5
ARMOR: none
LIFE POINTS: 200
MOVEMENT: none
LUCK: 10
NUMBER: 1-10
EXPERIENCE: 66
POWER: 10

Psychic plants are an alien life form that has a cellular structure which would actually be classed somewhere between plant and animal. The plants themselves resemble 60 foot tall trees. Some of the branches are free of leaves. Three giant (6 feet tall) pods grow around the base of the tree.

Psychic plants take nourishment not only from the soil and sun, but from animal flesh. The branches without leaves are actually tentacles that can grab prey up to 30 feet away. The pods are hollow sacs that secrete an acid to break down flesh into a digestible liquid.

The root systems of 10 plants grow together to form a colony. Each colony has a collective group mind. The group mind has the first three powers of every Psychic class (**Clairvoyance**, **Curing**, **Psychometry**, **Hypnosis**, **Persuasion**, **Altered Features**, **Sound Control**, **Telekinesis**, **Apportation**, **Mind Block**, **ESP**, and **Telepathy**).

Clairvoyance and ESP allow the group mind to sense its surroundings with a wider range of perception than humans. Hypnosis, Persuasion, Altered Features, Telepathy, and Sound Control allow the group mind to create extremely believable illusions and hallucinations. In particular, such illusions often cause victims to walk right into the digestive pods. Mind Block protects the group mind against outside mental control. Telekinesis and Apportation allow the group mind different kinds of attacks.

Psychic Plants have no true intelligence, though the plants in the group mind give the semblance of intelligence when acting together. The behavior of Psychic Plants is still instinctual. It has rigid boundaries beyond which the creatures are incapable of even the semblance of intelligent behavior. Psychic plants do not actually think creatively or solve problems with innovative solutions. In terms of "actual" intelligence, Psychic Plants are less intelligent than a computer. For example, Psychic Plants cannot react quickly to radical change. Thus, Psychic Plants will not react intelligently in combat.

The Psychic powers of the plants are powered by the photosynthesis of sunlight. At night, the plants go dormant to avoid antagonizing aggressors when the plants energy is low. The

plant colony only have the use of Apportation before the powers fade away. If attacked, they use the Apportation power in the hopes of driving away the aggressor. Even at night, Psychic Plants can use their physical attacks normally.

The physical attacks of Psychic Plants represents the maximum number of limb attacks that the group mind can coordinate during a turn. If the limbs hit, they drag the victim toward the stomach-pods unless a Luck Roll is made. A second Luck Roll is allowed to avoid being stuffed into the pods. Once inside a pod, victims take 3-30 points of damage per turn automatically. To free victims from a pod, the entire group mind (i.e. all 200 Life Points) must be destroyed. Even if the Curing power is used by the Psychic Plants, 200 points of cumulative damage will cause all the pods to open and the plant colony to cease its attacks. The Psychic Plants will still, however, defend if attacked.

Stinger-Spear Squids

ATTACK: 20
DAMAGE: 2-16 + special
INITIATIVE: +3
ARMOR: none
LIFE POINTS: 20
MOVEMENT: 60*
LUCK: 6
NUMBER: 2-12
EXPERIENCE: 4

*in low or zero-gravity only.

Stinger-Spear Squids are alien animals that can only survive in low gravity environments. They have tear-drop shaped bodies about 4 feet long. Most of the body is filled with sacs of helium gas. The gas is lighter than air, allowing the creature to float. The body contains a number of hollow tentacles connected to the gas sacs. By expelling the helium through the tentacles, the creature is able to move.

The creature has a swordfish-like snout 2 feet long (the "spear" in its name) and a 3 foot long tail that can deliver an electrical jolt much like a Portugese Man-of-War (the "stinger" in its name). Stinger-Spear Squids have a delicate framework of bones. Under conditions of normal or high gravity (or high pressure in low gravity) the creature will collapse.

Wolverine Rex

ATTACK: 16 x 3
DAMAGE: 3-30
INITIATIVE: +8
ARMOR: none
LIFE POINTS: 55
MOVEMENT: 90'
LUCK: 12
NUMBER: 1-3
EXPERIENCE: 32

Parallel evolution on an alien planet has produced a creature that looks like a large-sized version of the Terran Wolverine. A Wolverine Rex is slightly larger than a Polar Bear, but weighs about the same as the bear. It is noted for its incredible ferocity. Once a Wolverine Rex decides to attack, it will not stop until either it, or the victim is dead (or unconscious).

IX. CREDITS

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Ship, Clan, and Association

Before equipping the characters, the characters should determine their Ship, Clan, and Association. Ten names have been given in each class. The characters should all be from the same ship, but no two characters should be of the same Association (the characters may eventually want to captain a team for the Political Game). Roll 1d10 once only to determine the same ship for all the characters. Roll 1d10 for each character to determine that character's Clan and Association. If two characters roll up the same Association, one of them chooses an unused Association.

Players' Handout for Ships, Clans, and Associations

Ship's Names

1. *The Ariton*
2. *The Zendres*
3. *The Saraphos*
4. *The Durian*
5. *The Ilarax*
6. *The Morelle*
7. *The Soterion*
8. *The Kerendas*
9. *The Tirana*
10. *The Obeggi*

Clan Names

1. *Tiger*
2. *Vorian (Death Maggot)*
3. *Shark*
4. *Flamewolf*
5. *Rhin(cerous)*
6. *Keraunosaur*
7. *Wolverine Rex*
8. *Spidercat*
9. *Bear*
10. *Corvinian (Cobra)*

Association Names

1. *Veslin Association*
2. *Hegirhun Association*
3. *Tarados Association*
4. *Zenthe Association*
5. *Tarviste Association*
6. *Eiblen Association*
7. *Rigos Association*
8. *Eriben Association*
9. *Enkelia Association*
10. *Manadel Association*

Players' Handout for area B6

The different barrels contain:

- 1) metal washers
- 2) electric wires
- 3) bunsen burners
- 4) broken ceramic mugs
- 5) test tubes (unbroken)
- 6) rubber tubing
- 7) old batteries (some charge left)
- 8) a cylinder of natural gas (half-full)
- 9) broken pieces of charred wooden furniture
- 10) empty tin cans
- 11) a pile of old fertilizer covered with a white crystalline deposit
- 12) corroded metal pipes
- 13) an assortment of chemical reagents in jars
- 14) plastic floor tiles
- 15) used diodes

The different trough-like vats contain:

- 1) sulfuric acid (H_2SO_4)
- 2) water (H_2O)
- 3) liquid mercury

Player's Handouts

EQUIPMENT TABLE (Player's Handout)

INT.	Equipment (cost in equipping points)
2-4	Club (1), Torch (2), Can of Paint (1), Sack (1), Modified Fist (1).
5-7	Knife (3), Quarterstaff (1), Pencil & Paper (1), Hand Mirror (2), Metal Spikes (1/2), Spark Striker (1), Sling (2), Ball Ammunition ¹ (1/10).
8-10	Bayonet (3), Musket (6), Mace (2), Spear (4), Tape Measure (1), Buff Coat (4), Leather Armor (6), Builder's Kit ² (12), Alcohol (2/pint), Alcohol Lamp (2), Hand Axe (4), Sword (4).
11-13	Two-handed Sword (5), Burglar's Tools (8), Oil Lantern (4), Burning Oil (2/pint), Make-up Kit (8), Medical Kit (12), Blackpowder (1/2), Crossbow (5), Crossbow Bolts (1/2), Steel Cuirass (7), Steel Demi-armor (10), Flintlock Pistol (7), Flintlock Rifle (9), Bullet Mold + Lead (3), Rope (1/6'), Spear Gun (5), Spears for gun (1/1), Backpack (2), Whip (4), Rapier (5), Mechanic's Kit (12).
14-16	Single-shot Pistol ³ (7), Single-shot Rifle ³ (9), Black Powder Grenade ⁴ (3), Magnifying Glass (3), Smoke Bomb (2), Double-barrel Shotgun ⁵ (7), Shotgun Shells (1/1), Matches (1/3), Polearm (7), Nitroglycerine (2/oz.), Steel Plate Mail (13), Ballistic Cloth Vest (4), Stengun ⁶ (8), Steel Cable (1/6'), Flash Powder (2), Surgeon's Kit (15), Smoke Lenses (2), Bow (5), Arrows (1/1), Fuse Cord (3/ft.), Engineer's Kit ⁷ (15).
17-19	Flashlight (5), Revolver (8), Bullets ⁸ (2/1), Rifle (10), Ballistic Cloth Body Suit (6), Binoculars (8), Poison Gas Bomb (2), Gas Mask (6), Flaregun (9), Flare (2), Compass (5), Silencer (4), Tear Gas Bomb (2), Sleep Gas Bomb (3), Curare (3/oz.), Shotgun (10), Dynamite (3/stick), Electric Detonator (3).
20-22	Metal Detector (10), Radio Receiver (12), Telescopic Sight (7), Truth Serum (2/dose), Pistol (9), Sub-machinegun (11), Automatic Rifle (13), Plastic Cuirass (7), Plastic Demi-armor (9), Fragmentation Grenade (4), Timed Fuse (3), Thermite Bomb (3), Electroglove (7), Tangler (10), Tangler Reload (2), Electric Bug (4), Homing Device (3), Light Intensifier Goggles (10), Plastic Plate Mail (12), Ultraviolet Lantern (4), Ultraviolet Goggles (3), Needler (13), Needle Clip (2/1), Rocket Gun (14), Rocket Ammo (2/1), Electric Rapier (8), Stunner (12), Power Clip ⁹ (2/1), Photon Gauntlet (9), Tape Recorder (10), Level 5 Kits (same cost).
26-28	Energy Vest (7), Energy Shield (10), Photon Bracelets (12), Magnetogun (15), Laser (17), Energy Claw (9), Jet-pack (20), Computerized Range Finder ¹⁰ (12).
29-31	Force Axe (11), X-ray Laser (18), Multigun (18), Proton Beamer (17), Photon Sword (11), Energy Field (13), Hover Platform (25).
32-34	Sonic Disruptor (16), Energy Grenade (4), Neutron Beamer (18), Power Armor (20), Artificial Enhancement ¹¹ (6), Varilance (14), Energy Whip (15), Photon Scrambler (17).
35-37	Space Armor (24), Psionics Detector ¹² (20), Blaster (19).
38-40+	Gamma Raygun (21).

Players' Handout for Area B7

A sign over the buttons reads: "EXIT." A notice under the sign reads: "The Zoo Keeper can point out the correct button to open the hidden exit from the zoo. The Zoo Keeper is the only intelligent alien in this cage. The other four aliens in this cage are unintelligent, but they have been conditioned to point out an incorrect button. Pressing an incorrect button will result in hidden laser guns opening fire. Pressing the correct button will open the exit that leads to the final series of rooms in the Survival Maze. The Zoo Keeper has been instructed not to help in any way. Threatening the aliens in this cage will result in immediate death."

The Carmanians who managed to escape went home with tales of Lunar evil, and in their way of thought saw that as Truth. Proof was easy to present, and the Carmanian Empire began girding itself and seeking allies against this force which flaunted its power over abomination and evil. Nations and peoples who had previously stayed neutral in the war quickly joined the Carmanians in their fight against the Lunar Queendom. This fanatical and unthinking hatred and psychic fear of the Lunar potential would plague the Empire for all of its centuries of existence.

The friends of the Goddess who viewed the victory and the subsequent control of the Goddess over the demon were only further convinced of the truth and strength of the magic present before them, and their internal and integral power increased with their connections to the Goddess thereby.

Afterwards, this battle was called the "Battle of Chaos," though this was later amended to be the "First Battle of Chaos," the overwhelming Lunar victory assured them of a period of peace to rebuild their losses, and glory in the power of the Red Goddess.



Conquest of the Pelorian Basin

After the establishment of First Blessed as the center of the Red Goddess' power, the Lunar country began a period of solid growth and expansion. Under the tutelage of the Goddess, the troops and magicians were able to learn many new spells and tactics for battle, and more creative skills went to work in constructing the legendary realm of peace and prosperity which the Goddess promised.

The losses of the Carmanian feudal nobility in the Battle of Chaos weakened them seriously for years, forcing a reliance upon allied and mercenary troops for the fighting while the younger children and newly knighted families trained and grew in numbers.

The Carmanian Empire held solid allies among all those peoples who did not witness the abilities of the Red Goddess. Those beings who did view the carnage included many immortals who viewed the event with varying reactions. Particularly important was the reaction of Raiba, city-deity of Raibanth and one of the deities of the Dara Happan Triopolis, which had been defeated and occupied by the Carmanians for a hundred years.

When the Goddess led her armies to attack the Carmanians in 0/15 (1235), she led her army through the land of Kostaddi, whose inhabitants were available as untrustworthy mercenaries, and dangerously left the lines of communication open to enemy attack. The Carmanian general was no fool, and promptly sent forces to cut off the Lunar retreat and stir up trouble among the Kostaddians, and then took his main

force southwards through the Oslir Valley to intercept at Raibanth. Much of his force was made up of native Yuthupans, although at least half were allies from Spol and Arir.

The Lunar army camped at the gates of Raibanth, and the Goddess began her great greeting ritual for the city god. The inhabitants waited patiently while this went on, under strict orders to wait for the approaching army.

To the astonishment of the people of the city, their own god Raiba rose from his temple and went to greet the goddess, promising friendship and honor between them, and the immortals made terms for their alliance. By the time the Carmanian commander arrived he found the occupying troops of the city dead or captured, and the whole of the Raibanthan army mustered beside the Goddess.

When Raiba spoke secret words to his cousin, Yuthu, the troops of that city deserted as well, leaving the Carmanian commander to delicately extricate himself and his troops from the rebellious province. Shortly afterwards, the city of Alkoth, unconquered by the Carmanians and strong from its lands called Dara-ni, joined its brothers, and the Dara Happan Triopolis once again raised its triple-spheres over the battlefield.

The Kingdom of Karasal resisted the Lunar attack for some time, but when Elzast fell in 0/18 (1238) the rest of the land surrendered as well. Twice Blessed, a thinly populated and wildly hostile land, maintained a friendly relationship with the Lunar Empire after that.

Fighting between Carmania and the Lunar forces continued for ten years after the liberation of Dara-Happa, but intermittently as both sides probed and hoarded their strengths for the big battle to come. In 0/17 (1237), it seemed that both sides would prematurely be drawn into battle, but the Carmanians withdrew from their attempt to rescue High Duke Korlov Ogolthor, brother to the king of Carmania, and the Lunar Empire withdrew from their attempt to recapture the city of Carantes, leaving behind many prisoners.¹

The Carmanians had been fighting desperately to lure or draw the Lunar Powers into a fight when the Carmanian Deities were at the height of their abilities. Based on similar Fronelan examples, I believe that the Carmanians used the Seven-Year Buildup² for their deities. The Carmanians wasted many months and sacrifices in

ploys and diversions, for the Red Goddess was likewise working all of her energies towards the same point of climax and conflict, but without wasting men and magic on diversions. Even so, most of the Pelorian Plains fell to the Lunar troops at this time.

The Carmanian dieties chose to fight from their position of greatest strength and gathered about the axis of their oldest altars, located in the capital of Dolebury. The armies were strengthened by all those peoples who were convinced that they fought against the growing of evil chaos, and awaited the invading Lunar host in the wide plains before the capital.

On the day before the Lunar scouts encountered the Carmanian outposts the monstrous Cacodemon was sent by the Red Goddess against the Carmanian priests. The Chaos demon and his allies were driven off by a small diety from Ssar On Gror, who was born of Darkness and had the shape of a giant scorpion.

The next day, as Char-Un cavalry drove off the Spol, Worian, and farther Fronelan allied cavalry, the four Young Elements made a determined attack against the Will of Humakt, the Carmanian Wargod. Humakt summoned the deepest of his dark powers to combat the servants of Chaos, and the *einherjar* of the True Warrior chased the four Young Elements to the edge of the world.

The morning of the third day dawned, and saw the Lunar army assembling for battle opposite the mustered Carmanian host. The body of Carmanian deities drew up in shadowy form hovering over their army, endowed to their fullest power and manifested in their Dark Aspects, as destructive agents rather than the bringers of Life. Thus, by mustering the natural forces of Darkness to overcome Chaos, the Carmanians prepared to meet their Lunar foe's most hideous aspect in battle.

The Char-Un cavalry drove off the Spol allies again, but were shattered by the Carmanian Exile Knights, who pursued them wildly off the field and past the camp where the Lunar priests were completing their ritual. The Elemental priesthoods attached to the Lunar forces provided battle magic support against the Carmanians, but the enemy superiority soon exhausted the Lunar forces. The manifestations of the Dark Sides of the Carmanian deities were naturally finished earlier in the day than their Light Aspects would have been, and the spirits moved forward with the priests and the worshippers' power.

This forced the Lunar priests to expend portions of their energy earlier than hoped, for their ritual could not be completed until more of the Power of Light had surged into the surface world. But the Lunar priests had again tricked the Carmanians by revealing a yet unexposed side of themselves, and exposed the inner New Light of the Goddess, every bit as powerful as that of the ancient Fire Gods, and with all of the natural advantages of Light against the forces of Darkness.

Once committed, the aspects could not be changed, and the Dark visaged deities of

¹Little else is known of this incident, which was written as a play in the Second Wane by the scholar Jananin Heeraru, but seems to have been extremely unpopular with Lunar audiences. Non-Lunar magicians contend that the play held secret weaknesses of the Lunar Way up to public light, and so was suppressed by the Empire to hide their vulnerability. Scraps of the ancient text were prized by some of them, but the whole play has never been completely recovered.

²Probably based on a sea-related ritual of Loskalm.

the Carmanians hurled themselves upon the Lunar forces. The Lunar mages loosed the first of their deities bathed in a weak glow of Lunar Light. This was Irrippi-on-tor, Master of Secrets, who revealed the First Arrow. These were the weakest aspects of the Light, which was an array of Glamour with enough Power to bedazzle the powerful deities of Carmania, and a foray of Illusions powerful enough to slay the weaker deities and spirits of the foe. But Irrippi-on-tor was knocked down by a Hammer of the Sky, and the Carmanian deities moved forward and were met by the Second Arrow.

The Second Arrow struck the Carmanian gods just as the Lunar Priests cast great magics of Binding and Demoralize upon the Carmanian knights, and succeeded in stopping all but the Elite, who were engaged by the Full Moon Corps in close combat. The Second Arrow was Yanafal Ta'arn'is, wargod for the Empire, and Wielder of Fury, who fell first upon the King of the Carmanian gods. King Karmanos was wounded in the assault, but brushed Yanafal upon the several sons of the Carmanian deity, who engaged the Lunar Wargod and were slain. At last Humakt fought Yanafal, but they fought each other to a standstill, even though Yanafal was aided by his einherjar, and Humakt was not.

The Third Arrow was delivered at High Noon, and was the Arrow of Pure Sky Light. This was controlled by Kana Poor, Scribe of Time, and Wielder of Age, who used the immense and all-pervasive light of the world to drive back the minions of Carmania with his Truth, and there followed a general attack to drive away all of the Carmanian deities except those with Secret Powers.

The Lunar infantry fell upon the Carmanian infantry; but the surprise appearance of an Altinae Demi-god for the Carmanian side temporarily held the infantry and sacrificed himself and his fellows for the escape of a good portion of the men, who by this time had noted the defeat of their deities and were leaving the field.

The Fourth Arrow was delivered by the Goddess herself, and was her own secret Lunar light exposed in brilliance to the few remaining Carmanian deities. Their secret powers withered before the glare of the God-

dess, and the enemy deities fled or died.

The Goddess allowed her army to celebrate the victory with a complete sack and burning of the city of Dolebury, which has remained in ruin ever since then.

This completed the major conquests of territory by the Goddess herself, and left the Lunar forces controlling or allied to most of the major powers in Peloria at that time.



Castle Blue & the Apotheosis of the Goddess

Castle Blue is the name given to the "hidden castle" located in Oronin Lake, at the edge of the territory conquered by the Lunar advance. The inhabitants of this castle were typical of the type, and were very close to the inhabitants along the shores of the lake. Castle Blue considered those people among their own followers, and had always defended them from external aggression. Even the Carmanians had respected the holding of the Castle Blue.

Harash Darbeest was the name of a human lord married to a princess from Castle Blue. Harash was slain in the "Battle of the Four Arrows of Light," and his sons took powerful oaths to avenge the death. With their family connections the Sons of Darbeest soon involved all of the magical isle's inhabitants, as well as the remaining humans from the lake's shores.

The Red Emperor first appeared to lead the fight in this battle. The Goddess mustered a wide array of powers to confront the growing foes, including the Crimson Bat, who gained a semi-permanent state of reality in the physical plane after the long fight.

The Old Gods chose Castle Blue as their last stand. It was as if the Goddess proved her right to exist in the world to all the beings that she had conquered, but the old Way had not yet completed their own test. The gods, often with some reluctance, entered themselves and their followers into a two-year fight about Lake Oronin, during which the normal separations of Myth and Morality were erased as gods and mortals met and

died upon magical fields of blood and belief.

At its end, the Old Gods debased themselves before the Goddess and swore acceptance of her. Some swore allegiance as well.

The Natural Order had been torn by the fighting at Castle Blue, and after peace came again the universe was made whole once more by including the Red Goddess and her Powers.

The magical city of Castle Blue was re-occupied by the surviving members of the old race, who accepted a single migration of strangers to enter, then shut their gates to all but the most determined of seekers. Inside, it is said, they nurse the maimed and weakened casualties from among the immortals who also survived the War of Castle Blue, although no one knows if this is for mercy or vengeance.

In 0/27 (1247) the Goddess danced her last dream upon the face of the earth, sketching out the plans for her heavenly and temporal domains, revealing the secrets of her inner soul to the High Initiates of the Lunar cult. Then she took the ground she had danced upon, and wrapping it about her like a cloak or a cuirasse clinging her secrets close to herself, she ascended into the sky, rising higher and higher into the Upper Air, where she sits and turns slowly, looking over her domains in history and myth from the heavens.

Upon the Surface World the Red Emperor was left in the void of the Goddess' leaving. He summoned the first of his Inspirations. With the other High Initiates he led them in the Dance of Returns, and drew upon the world the plans and dreams where they would live, giving strength and comfort to those who had made the dance, and making secret doors for the reaching the Goddess and other worlds.

Where the Goddess had taken the earth for herself was left a great gaping hole, whose bottom no mortal knows. Its sides are lined with steep impassable walls, but one entrance is available. This is protected by the capital city of the Lunar Empire, called Glamour, which is also the First Inspiration of Moonson. From there the Red Emperor, son of the moon, rules over the Empire, while his scarlet mother watches from overhead.

HIDDEN CASTLES

The Hidden Castles were magical places, often of fairly large expanse, which appear infrequently in Glorantha. Other examples include the Hidden Green of otherwise deserted Prax, ghostly and deadly Kartolin of Ralios, City of Rose-colored Glass Towers in the Far East, and several islands.

The origin of these places is questionable, and possibly varied. It is certain that their origin lies, like all else, in

the spawning of Time. It seems likely that these Hidden Places were not of temporal origin, but were mostly magical in nature and thus able to appear in other places to some extent.

Their regular appearances in the mortal sphere may have included years of absence sometimes, and a flickering Back-and-forth reality at others.

The inhabitants were evidently immortal to a 'natural' death, or else were

extremely long-lived. They were generally of considerable power, but seemed lacking in ambition or ability to expand far beyond their own flickering properties.

Nonetheless, they were unusually good natured if unprovoked, and it was easy to maintain friendly relations with them whether the friends, who occasionally offered sacrifices as well, were human, troll, Aldryami, or Mostali.

pear to be vulnerable, give serious consideration to wiping him out through power plays and space battles. When a space lord is in a commanding position and can obtain extra power cards through his possession of a central solar system, this option becomes more attractive. The prospect of having one less enemy to throw his fleet suicidally at yours or to intrigue against you in the power play segment is

always welcome.

The special power cards can add new wrinkles to the game by giving each space lord a special and unique power, such as allowing his monitors (the most powerful ships in the game, normally limited to the system where they were built) to fly about and attack like normal space ships, or sending destroyed enemy ships to the "Time Warp," which makes it more costly for your enemies to replace lost ships.

None of these are "game-breakers," but some can be potentially quite powerful depending on the nature of the gaming session and its participants. Once the players have learned the basic AMOEBA WARS rules, which shouldn't take long at all as they are quite short, the special power cards are highly recommended as they make the game even more exciting and allow still more opportunities for splendid back-stabbing and dirty dealings.

What Does a HERO Want?

A Selection of Article Topics for HEROES Magazine

By the time you read this, Avalon Hill will have several of its role-playing games out on the market. But as I am writing this — mid-January — they are still in various stages of production. So *HEROES* Magazine will be marching into the marketplace at the same time as the games it's supposed to cover: *RuneQuest*, *Lords of Creation* and *Powers & Perils*.

Which brings us to article submissions. What will we accept? Obviously, anything about the role-playing games put out by Avalon Hill and Victory Games (*James Bond 007*). Beyond that, you, the budding writer, will be pretty much on your own. Despite the simple title before my name in the staff box, I do not know everything about this pleasant pastime. If the idea is fresh, and the article well-written and entertaining and/or informative, we're interested in seeing it.

But I'm not casting you out into this cruel world without a few guidelines. There are also a few things that need to be said about the format of your article that will get it a better hearing, and not be instantly relegated to the circular file.

We can put the gamut of articles into several categories:

RULE MODIFICATIONS AND EXPANSIONS: We all like to tinker with our favorite game, a habit born of necessity in the early days of our hobby. It may be that one sign of a dedicated gamer is the desire to change the rules to suit his own biases.

When submitting the article, make sure it is written in the same format as the original rules. Remember: the game's designer, as well as the rest of the gaming public, will be reading your prose, so be sure of your work before you send it in.

NEW MONSTERS/MAGIC ITEMS AND WEAPONS: This article is very easy to write, and very hard to write well. It must have a real value to the reader for us to accept this type of article. The creature must be more than a string of attributes, and a brief description of its powers and looks.

Take the time to *design* it. Give it a reason for existing. Tell about how it will fit into a fantasy world. It won't be impossible to get an article on this subject into *HEROES*, but it won't be easy, either.

ADVENTURES: We like them. We hope to use one in every issue. They can be of any length, but if it goes over 16 typeset pages (about 96 double-spaced pages), you might want to send a query letter first. The scenario can be done on any of the four role-playing games we cover: *RuneQuest*, *Powers & Perils*, *James Bond 007* and *Lords of Creation*.

CLUBS AND CONS: We will publish information about upcoming conventions and local gaming club activities. Take into account that copy deadline is 4 months before publication date, and plan accordingly. There is no charge for advertising this information, nor do we pay for these types of submissions.

ADVICE: This is a really tricky article to do, simply because it has been done so many times before. What we're looking for here is a dash of imagination or a new tack on an old subject. We would like to see articles on how to improve *ROLE-playing*. That is, getting the players to assume the identity and limitations of their characters, rather than playing the "straight" stereotypes of barbarian fighter, wizened magic-user, and woodland elf.

CAMPAIGNS: Over the past few years, I have seen a number of campaigns that were truly original creations, crammed full of interesting ideas. So, why not tell us about them? We'd like to hear from the judges themselves. The article must be written using one of the four game systems, however. Since this is a rather open area, if you are unsure that your idea may be acceptable for *HEROES*, send us a query letter.

FICTION: No.

MISCELLANEOUS: If you think you have a good idea that does not fit into any of the above categories, drop us a line. We

don't pretend to know everything about publishing a magazine. Basically, if the article is well-written, concise, and deals with an AH or VG role-playing game, we're interested.

In addition, we are starting up a column that will consist of a number of short pieces, to be called *Etcetera*. This section will contain articles of any length, but mostly will be under a page, typeset. They can be on any historical or fictional subject that can be applied to our games. They pay the same rate as articles in the rest of *HEROES* (since you asked, the pay rate is the same as *THE GENERAL*: \$6 per 10 inch column).

The Rules of the Game

When sending in articles, we ask that you follow the standard procedure in the magazine industry: typewritten pages with double-spacing, generous margins, your name and address on the first page, and a stamped, self-addressed envelope. The SSAE is very important, because it makes our job so much easier. It also ensures that you will get your article back if we reject it, or want a rewrite.

As for the text of the article, too many words are wasted getting to the point. Putting your own unique style and personality is nice (it's even encouraged, so long as it does not get in the way of the subject at hand). The waste we're talking about are words that don't belong. Usually, they're at the beginnings of sentences, set off by commas (like this sentence, for instance). Assume that the audience you're writing for is composed of intelligent gamers who understand what role-playing games are.

All submissions should be typed on one side of the page. The first page should include your name and address, and your article copy should begin halfway down the first page. This helps us spec your copy for the typesetters. Each page should be numbered, and include the author's name (as in Peschel-1, Peschel-2, and so forth).

Happy hunting! (And pecking.)

HEROES Magazine

4517 Harford Road
Baltimore, Maryland 21214

Guidelines for HEROES Contributors

A. Manuscript Requirements

All manuscripts submitted for publication in HEROES must adhere to the following guidelines.

1. Manuscripts must be typed. (No handwritten material will be accepted.)
 - a. Must be double-spaced (at least).
 - b. Must be on standard (8½×11), respectable grade paper. (No onion skin or glossy paper).
 - c. Each page must be numbered and contain the author's name.
 - d. Each page must have one inch margins on both sides and the top and bottom.
 - e. The last page should contain the author's complete name and address.
 - f. The title page should begin halfway down the page.
2. You must send us the original (No photo-copies will be accepted.)
3. Articles should have a title page and a covering letter introducing the submission.
4. Manuscripts should not be sent to any other publication before, at the same time, or after they are submitted to us. If, following acceptance, you wish your article returned for submission to another publication you must first request its return from us. If it is not already in typeset form for imminent use, it will be returned. By the same token, do not forward a manuscript to us which has previously been submitted elsewhere before obtaining the return of the original.
5. Manuscripts must be accompanied by a self-addressed, stamped envelope (the same size as the envelope the manuscript is sent to us in) if the author wishes its return, in the event it is not accepted. We cannot return articles without it.
6. While we accept manuscripts of any length, the author may wish to consider writing to us to elicit our interest before beginning a long term project.
7. All submitted manuscripts become the sole property of Avalon Hill and the author waives any future rights pertaining thereto.

B. Subject Matter

Manuscripts may deal with any area or aspect of Avalon Hill or Victory Games role-playing games, or the hobby of role-playing. The major categories of articles are as follows:

1. Adventures—Scenarios based upon a role-playing system is always popular. Take pains to ensure that it is as complete as possible, and follows the game's rules. Each map should be drawn in ink and not measure more than 8×10. You may have more than one map or illustration, but the 8×10 size is what we have to reproduce your map on.
2. Game Articles—Although HEROES' primary purpose is to cover the role-playing scene, we will occasionally publish articles about the fantasy and science-fiction games Avalon Hill and Victory Games publish.
3. Fiction—HEROES will rarely publish fiction, and then only if it's a) very good, and b) ties in with a scenario being published in that issue. Send a query first.
4. Role-playing game material—Pretty much self-explanatory, except to say that HEROES is not interested in publishing articles advising judges/players how to play better, or new monsters/magic items/spells or weapons, unless they are well-written, carefully thought out, or take a new slant not seen before. Rule variants are acceptable, but they will be checked out first.
5. Historical material—HEROES will publish articles based upon historical or fictional subjects so long as they are applicable to one of our role-playing games.
6. One section of the magazine will be devoted to running short articles and commentary. The subject matter will be up to the writer, as is the length, but for the most part, this section will contain short bits and pieces that are good in their own right, but too short to turn into a full article. Commentary articles are by invitation only; if you are interested, please write first, giving a brief description of what you want to write about.
7. MISCELLANEOUS ARTICLES—Other types of articles that have appeared in HEROES in the past have included PBM systems, humorous articles on the hobby, gaming etiquette, additional playing aids, links between two games, and design tidbits.

We do not accept review type articles unless they are also one of the above as well. We do not accept articles on games by other companies. We are always in need of article types 1, 3, and 5, and are likely to publish these manuscripts (if well executed) much quicker than others.

C. Content and Style

Manuscripts should adhere to the following guidelines as well as the rules of proper English grammar and usage. Incorrect spelling is inexcusable and a sign that the author has not taken the time to proof-read his manuscript. However, feel free to inject your own style of writing into the article.

1. Game titles and the name HEROES should be in all capitals and underlined.
2. Besides #1 above, nothing else should be in all capitals. Words or phrases within the text may be underlined for emphasis as long as it is not overdone.
3. Do not abbreviate game titles, game terms, rule headings, unit designations, etc.
4. References to past issues of HEROES should be by volume and number, not by dates.
5. Be consistent in your presentation. Call an item the same each time you mention it. Adhere to the principles of parallel structure. For example, if you use separate titles in bold type within the article to introduce a section of the article and you wish such title to stand alone, present them in that fashion throughout. Do not switch back and forth between a subheading that stands alone and one which is incorporated into the opening of a paragraph.
6. Spell out numbers under eleven, except when referring to a specific numbered unit, or when dates or times are involved. Use numerals for all numbers over ten.
7. Use the first paragraph (at least) to introduce your article.
8. Include a conclusion or summary, though it may be only one paragraph.
9. Include a bibliography where applicable.
10. Artwork and Illustrations
 - a. Our art department will provide professional quality illustrations per your specifications provided you give us sufficient instructions. Illustrations should be both drawn out in rough form (preferably on hex grid paper) and listed (typed) by grid coordinate. Most importantly, both the drawn and listed versions should agree; double check them for accuracy!
 - b. If you provide your own illustrations, you will be reimbursed for them at the prevailing column rate provided they meet our minimum quality standards and are used. Photographs should be black and white, not color, if possible. Line drawings should be done in black ink on a white background.

D. Publication Procedure

Authors of accepted articles are notified by return mail. Rejected manuscripts are returned to the author provided he has enclosed a SSAE. Articles may be kept on file for extended periods of time.

E. Payment

HEROES pays \$6 per 10" column of edited text. This does not include illustrations unless the author provided the artwork himself. Payment will be in cash at the \$6 per column rate or at the rate of \$9 per 10" column if taken solely in Avalon Hill merchandise (the entire payment must be in merchandise to get the \$9 rate).

Hero Etcetera: Writer's Guidelines

The Etcetera section has a twofold purpose: to publish opinion columns of interest to role-players, and to print articles too short to be placed elsewhere in the magazine (roughly between two and 12 typewritten pages). Contributions are eagerly solicited for the Etcetera section, and HEROES pays the same rate as the rest of the magazine.

The section will be divided into the following categories:

Communiques – Containing the convention listing, club news,

information and news about Avalon Hill and Victory Games products.

Short Bits – Articles of up to 12 typewritten pages about Avalon Hill or Victory Games Role-playing games. Articles about our fantasy and science-fiction games will also be considered.

Data Base and Bardic Circle – Articles about science and fantasy that may be of interest to our readers. The contents of these two sections are left open intentionally; to allow an eclectic mix.

Columns – A minimum of six typewritten pages about any aspect of role-playing, and Avalon Hill or

Victory Games products. These are editorial columns whose views reflect only the writer's view. Replies from the readership to previous columns will be printed, evolving into a running dialogue about this many-faceted hobby.

Shouts and Murmurs – Letters of any length will be considered for publication. We ask that all letters be signed, and include the writer's address (not to be published). Unsigned letters will not be published.

All contributions to Etcetera departments – except for Shouts and Murmurs – will be paid for at the standard rate.

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Rune

New Face for an Old Friend by Greg Stafford

Quest

RuneQuest is a fantasy role-playing game, different from others on the market and noted for several innovative features. *RuneQuest* was designed to present a type of FRP which is based on simulating fantasy as it is portrayed in literature, both classic and modern, rather than presenting fantasy as something like a comic book. *RuneQuest* is still the acknowledged leader for realism and verisimilitude in FRP.

The RNEQUEST System

Like all fantasy role-playing games, *RQ* uses characters which are generated according to certain rules. The activities of these characters are defined and limited by the rules themselves, which are outlined in the book. *RuneQuest* has a simple system which permeates the entire game structure. This is called the *d100* or "Success Roll" system. Simply put, any character has a percentage chance of success at accomplishing anything the game allows. It may be 0%, such as speaking a foreign language, and range up to 100%. (Let's say your character has the ability to "Climb" at 57%. When you want him to climb something, the Game Master demands a success roll. You roll the dice and, if a 57 or less is rolled, you have been successful and climbed the object. If not, then you failed and either did not climb, or fell.)

In challenging situations, such as lifting a heavy rock, a "Resistance Table Roll" is used. This is a simple formula/chart which tells one what number must be rolled, depending - naturally - on the

character's strength and the size of the rock.

Fantasy Realism

Our pride of *RQ* lies in its logical system, which allows things to be extrapolated from known facts within the system. That is, if you don't know what to do, you can ask "What seems right?" With thought, the answer will come. This is because *RQ* has a built-in logic and verisimilitude.

The combat system, for example, is imposing to read at first but very smooth to run. It was written by people with years of actual hand-to-hand combat. Its authors include charter members of The Society for Creative Anachronism. The magic systems are designed by writers who have studied the subject through reading and field work. The "Creatures" section was written by a zoologist. The entire game's system was organized by systems analysts, and then rewritten by writers to make it clear and understandable. The entire game is sensible and hangs together with an internal consistency which enhances the adventure by making the rules *not* impose upon the play. It all fits; and it works smoothly.

The New, Improved RuneQuest

The Avalon Hill publication will be a revised *RuneQuest*, including many changes to the original edition. We are, in effect, going to iron out the wrinkles we have noticed in the last five years of test

playing. It will also allow the incorporation of new material we have since developed.

The modular magic systems of *RuneQuest* will make it adaptable to almost any world of classic or literary origin. For instance, it will allow magic in Ancient Egypt based solely upon "worshipping gods" and "sorcery", eliminating the "primitive magic" altogether. On the other hand, a game based on R. E. Howard's Hyboria would eliminate the section on "divine" magic, but retain the sorcery and primitive magic.

Some supplements will be general purpose types, and include a number of different scenarios. The first will be of this type, including a city scenario, a country scenario, an underground adventure, a solo adventure, a close look at a species, and a special section entitled "How to Use Published Supplements". Other supplements will be world-specific. The second, for example, will be an introduction to *Glorantha*, presenting an overview of a fantasy world popularized by the previous edition of *RQ*. It will have information specific to that campaign, adding what has been left out of *RQ*. The current line of *RuneQuest* supplements will be updated, including some new material and a general re-organization of information. In addition, the many new supplements will expand the borders beyond those we now know.

FutureQuest for RuneQuest

RuneQuest is a game system which has been carefully designed with certain principles in mind. Those principles are fantasy realism, clarity and ease of learning, internal consistency, and modular formation. The past editions have been noted for these traits. The upcoming edition, the Avalon Hill *RuneQuest*, will improve on the elder editions. It is truly a game for the future.

Scenario Packs

We have scheduled four scenario packs for release in 1984. The *RuneQuest* line of supplements have always received high praise for their content, layout, usability, and creativity. These will continue the tradition.

Supplements will include both new and reprinted material. Several supplements from RQ 2 have been out of print for over a year already, and we apologize to those Glorantha fans who are waiting for them. We are committed to expanding the realms of *RuneQuest*, and thus will concentrate at first on some totally new supplements.

At this time the supplements are planned to be the same general size and cost. They will average about 160 pages of text, plus each will have a full color map.

Planned are:

1. Monster Coliseum

This is a supplement designed to help new *RuneQuest* players and gamemasters by providing a simple yet enjoyable starting situation to learn the rules of the game and the basics of role playing. As the title states, it is a coliseum which uses the infamous Roman arenas as a starting point. Included are a ground plan of Monster Coliseum, guidelines for running a fantasy coliseum extravaganza, gladiator rules (including new weapons such as net and retarii), and a batch of generated opponents and/or starting characters. Also included are character sheets with non-human outlines ready to be filled in according to your character's appearance.

2. The Vikings

This is the first Alternate Earth supplement. It presents guidelines for playing the most famous barbarians of earth, including Character Generation, Norse Magic, Viking Ships, Scandinavian Magic, and Monsters of the North. It also includes scenarios set in legendary Gardariki, far Thule, Vinland, Britain, and the hidden realm where dwell trolls, dragons, and undead.

3. Glorantha

This supplement presents an in-depth look at the most famous world of gaming. Book One is *The World*, including a close

view of each geographic region known to mortals, and their histories. Book Two is *The Peoples*, which explores the seventeen human cultures and five non-human cultures of the world. Third is *The Magic* which examines the mythology which created the world and the nineteen major religions, each in a detailed cult outline. A full color map rounds out the pack. Most facts herein are new, and old facts are updated to RQ3.

4. Griffin Mountain

This will be the first reprint, which has long been out of print. This supplement was designed for newcomers to both *RuneQuest* and Glorantha. It will be reorganized to a new format, updated, and include some new material as well.

CONTRIBUTIONS

Freelance contributions will be reviewed by publication in this supplement series.

All contributors must write directly to Chaosium to inquire the feasibility of their contribution. All inquiries must include a stamped, self-addressed envelope and be sent to:

Chaosium Inc.
P.O. Box 6302
Albany, CA 94706
Attention: Greg Stafford

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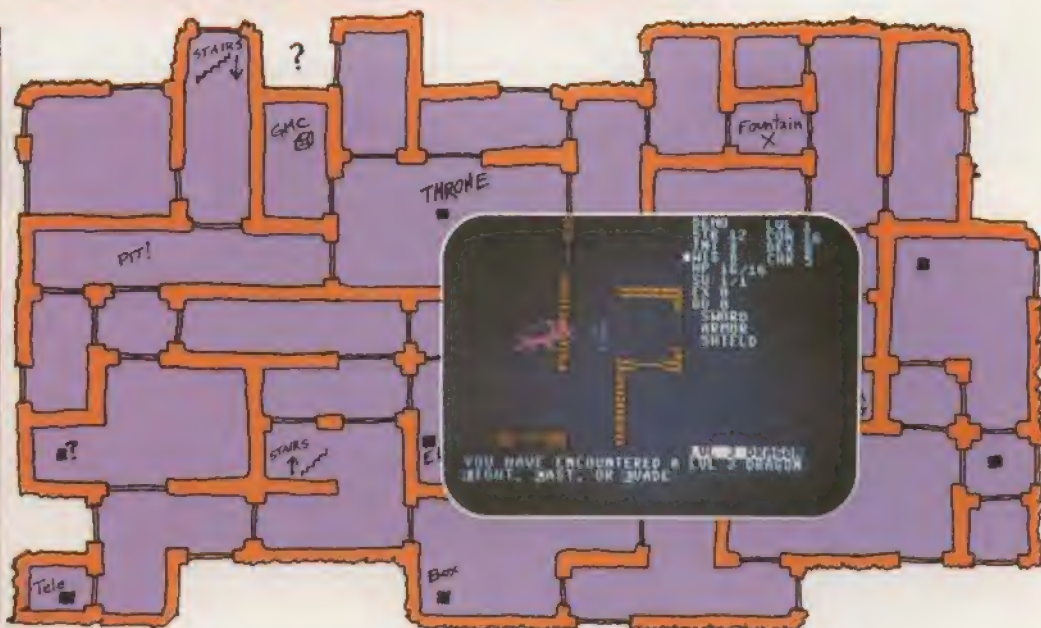
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T.G.I.F.: Thank Goodness It's Friday! Avalon Hill's new party game for one to four players recreating an often-not-so-typical week in the lives of the working class. Half the fun is just making it from Monday to Sunday. Commodore 64, Atari Home Computers (40K) cassette for a meager \$20.00. Atari diskette (48K) for \$25.00.

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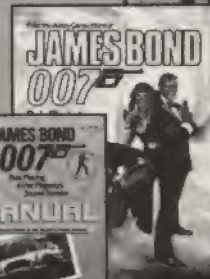
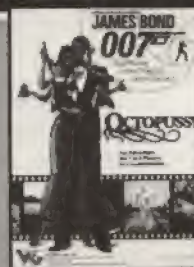
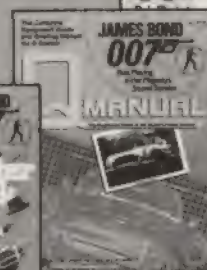
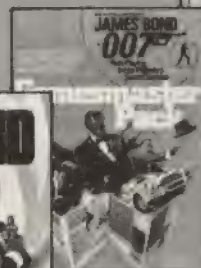
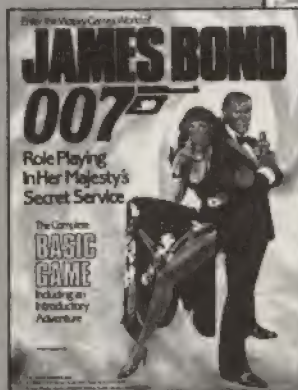
Q MANUAL — With over 150 illustrations, this supplement includes weapons, vehicles and covert devices, plus other items you can use on a mission.

GAMESMASTER PACK — This exciting package is designed expressly for the James Bond 007 Gamesmaster and brings the excitement of all the movies into the home — every day and any day! Characters like Jaws, Odd Job, Felix Leiter, Anya Amasova, and James Bond himself come to life in full-color figures that are used during play.

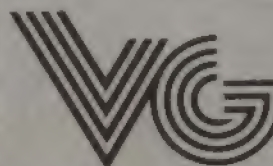
BASIC GAME — The Basic Game book includes all rules for the James Bond 007 Game. An introductory adventure teaches you the rules while getting right into the action.

Adventure Modules contain a fully illustrated Gamesmaster Guide and an Agent Briefing Dossier with 8 Mission Information Sheets, contained in a replica of an M.I.6 envelope.

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HEROES ETCETERA



Notes from the Overcome

The first rays of summer may have touched the land when you read this, but it is cold and snowing in Baltimore as I write this. The enormous time lag, accentuated by the weather, makes me wonder if we'll ever get this inaugural issue of *HEROES* underway. But we will.

We still don't know what this magazine will look like, but with each passing day, as the reams of copy come back in neat columns, and packages of color keys are laid at the office doorstep, the focus comes in a little clearer. And there is one goal we must keep in mind. We want *HEROES* to be the best role-playing magazine in the hobby. We want to cover the myriad forms of role-playing genres and playing styles. And when it comes to Avalon Hill and Victory Games RPGs, *HEROES* will be the magazine to turn to.

Insert Card A Into Envelope B

As you open this issue, a piece of cardboard should fall onto the floor containing a number of things stolen from *THE GENERAL*. There's a postal coupon to knock off up to a dollar in mailing charges for buying a complete game, and a couple of feedback cards.

We'll be running a number of columns in issues to come. The Opponent Wanted card is a great way to let others in your area know that you're interested in board and role-playing. The "What Have You Been Playing" section will let us know what you're playing out there.

You'll also find the Reader's

Buying Guide, a way to find out what people like you thought of our games. For a long time, it had been *THE GENERAL*'s responsibility to cover the fantasy and science-fiction games, and it will continue to do so. *HEROES*' primary concern is the role-playing line, but from time to time we, too, will run material on the board-games.

The Reader's Buying Guide lists the feedback on a number of games that were rated by readers of *THE GENERAL*. The problem, judging by the feedback they get, is that the wargaming audience do not play fantasy and science-fiction games. So when *THE GENERAL* covers a game like *Freedom In The Galaxy*, they are barraged by irate letters demanding that they stick to their peculiar version of reality. You just can't please some people.

The point is that the RBG ratings for games like "Down With the King" and "Wizards" were decided by an audience that couldn't give a hoot about Elric, do not travel to Telengard or Dune, and never heard of Glorantha! The RBG is an objective rating system, yet there is still a slight bias against these games. Also, the number of feedback responses were lower than for a wargame, so a single terrible rating carries more weight. We intend to correct this with a RBG of our own, but it will take time gathering responses from the cognoscenti. There are, after all, 28 games to cover. We may run more than one RBG an issue to help catch up with the backlog, so be patient and look over the present chart with a little salt; say, a ton.

Powers & Perils

For Powers and Perils, Avalon Hill is currently developing many support projects, some large and some small. The items that we expect to release soon are *Perilous Lands*, a major work that details an entire fantasy continent, *The Tower of the Dead*, a site supplement that pits the adventurous party against the power of Nilgeranthrib, a 600 year old Lich and *Pelara*, a supplement that details a fantasy city in the nation of Donara.

In addition to these projects, we are also considering various minor support

products including a Referee's Screen, Player Screens, a line of stand-up cardboard figures and other interesting products designed to ease, and improve, the play of this great game.

Also in the planning stages are supplemental additions to the rules that will detail additional creatures, non-player characters from various parts of our world, religion in the fantasy world and a definite cosmology for the game, detailing the major gods and supernatural forces of existence.

News From The World

Wizards continues to get good reviews from the hobby press. One British gaming magazine praised the physical quality of the product as being "made in the best Avalon Hill tradition". Reviewer J.C. Conner noted that while the set-up was easy: "the game itself is not so simple."

"Overall, a good game; long, but interesting and fun," the review concludes.

The Playboy publishing empire has been saying very nice things about our products lately. First, *Telengard* was praised in *Playboy*. Now, in the February issue of *Games* (a magazine as addictive as gaming), *James Bond* came in for his share of the credit. The reviewer, Matthew Costello, divined that the game was meant to capture instantly the tongue-in-cheek flavor of the movies. Not surprising for a Playboy publication, he also pointed out the rules for seduction.

James Bond also contains some innovations in handling actions that do not involve fighting. "Time" and "ease" factors allow the player to perform actions based upon how much stress he is under. Of course, to account for Bond's omnipotence, and ability to get out of the deadliest traps, there are Hero Points and "sixth sense" skill.

The solitary adventure, *The Island of Dr. No*, was described as "all-too-short".

"This highly-detailed role-playing game is not for beginners, but certainly will satisfy players with experience in the genre," Mr. Costello writes. "The play is exhilarating, the women are beautiful but deadly, and the villains are hard-pressed to beat the impeccably dressed Englishman."



The Best-Kept Secret

Our cover price may be \$3, but there's a very easy way to beat that. Subscribe! One year's worth of **HEROES** is a paltry \$12, two years a miserly \$18! There is also a charter six-issue subscriber rate of \$10, with a deadline of June 30.



Down In A Darkling Dungeon (A Review Of Telengard)

The first thing I noticed about this game was the package. The green dragon in flight is particularly striking above sunset-lit mountains. A warrior with a glowing sword is firmly grasped in the lizard's brutal talons. And inside the boxed game is a poster of the same scene. The art was done by artist Greg Theakston, whose credits in the paperback industry are long and illustrious. A nice bonus, indeed.

The manual/user's guide is multi-paged and finely printed. The folks at Avalon Hill went to some lengths to ensure that the

game buyer would have all that they needed to enjoy the game.

The game itself runs on all the popular micros. (Apple, Atari, Commodore 64, TRS-80 I/III). My version is the Apple II® disk. Instructions for all machines are included, from Commodore 64 cassette to Atari disk.

But the game! Ah, the game. For the average gamer or computer owner, it provides a great deal of variety. The manual suggests several different ways to use the game for competition, both against the "computer," or against others. It's also a great solitaire game, as my wife will attest. I have spent many late nights trying to raise a character's level high enough to acquire more spells. She has learned to sleep through the little "beep" whenever a character sets a level boost.

The basic idea is a common one. The player starts by "rolling up" a character. Six characteristics are used, and values of from 3 to 18 are randomly assigned. The player can keep "rolling" until a satisfactory set of characteristics is achieved.

Once the character is accepted, the player can assign any name of seven or less characters. Larger names will be "truncated," which means that they set a literal nose job on the right end. A detail.

The game always starts by displaying a map of the region around a stairway right below the Starting Inn. If the player needs to regenerate "hit points", deposit treasure, or regain used spell units, the character is sent up the stairs. In the Inns, all lost hit points are returned, spell units are replenished, and treasure is deposited securely in a bank account. There are many Inns above the first dungeon level, but a player's account is always up-to-date regardless of the Inn selected for overnighting. As the manual points out, banking is done by computer.

The meat of the game is in exploration and combat. A character can encounter any one of twenty different monsters, ranging from the lowly gnoll to the mighty dragon. The player has the option of fighting or attempting to evade combat. If a fight is selected, the player can choose to cast a combat spell, or to choose physical combat. Whenever a monster is chased off or slain, the character is awarded "experience points." Enough of these will allow the character to go "up a level" in power, gaining hit points, spell units, and improving combat capabilities.

Besides monsters, there are many types of features down below. There are fountains, pagan altars, ancient thrones, chests of treasures that may be booby-trapped, and combination safes. There are pits that may injure or kill, and even elevators that automatically move the character up one dungeon floor, or level. And there are coins, jewels, and various other goodies laying about here and there.

And there are magic items! If a character finds a Ring of Regeneration, it will enable the character to regain lost hit points on every player turn without ascending to heal in an Inn. A magic sword will be useful in combat, and an elven cloak will be useful in avoiding it.

But perhaps the most fascinating aspect of this game is the huge dungeon. It goes down fifty (50!) levels, and gets more dangerous the deeper you go. It also gets more lucrative. And each level contains over ten thousand rooms and hallways. You could literally explore for a lifetime.

I quickly found that mapping (as suggested by the manual) was a great aid in character survival, and in locating places where treasure is more plentiful. I even managed to locate a pair of teleporting "gray misty cubes" that linked level six with level one. This enabled me to walk my ninth-level warrior down and back several times, accumulating great treasure. Unfortunately, he got killed by a level 12 dragon that I attempted to slay. Oh well, roll up another character . . .

There are many strategies that aid in character survival. Some are described in the manual, and others I managed to pick up from experience and friends who also play the game.

Playability is enhanced by using a cluster of keys for all game commands. Centered around the "S" key on the Apple keyboard, even someone totally unfamiliar with typing can quickly learn to operate the program while watching the screen. Since reactions must be quick, this is very valuable. The command (S)tay leaves the character in the same spot until the next player-turn, whereas the keys above, below, right and left of the "S" move the character the same way. The keys clustered just to the left of this group are (F)ight, (C)ast, or (E)vade. I quickly learned to keep three fingers of my left hand on these keys. If you aren't quick enough in reacting, a monster can

get in an attack before you can parry. Or you might lose a treasure!

Once I had played for a while, I found that the speed of the program was no longer a problem. But I sure got killed a few times before I became proficient.

The manual is extensive and detailed, but there is still much information that isn't given. This was done deliberately. The thrill of discovery is part of this game. I still haven't been able to use the spell "time stop", although I have an idea what it does. The spell "power word kill" had me chuckling the first time I used it. Of course, if you don't know where the power word came from, you won't think it's very funny. But I won't spoil the joke here.

The program is not going to be one of those you put on the shelf after a few hours of play. It has staying power. I always enjoy showing it to someone who hasn't seen it yet, unless I need to use my Apple for business.

Telengard is much more complex than an arcade game, yet it has that basic appeal, because all you can do is get better at it. There is no limit to how well you can do. I have heard of someone who got a character up to level 34. I myself have only achieved level 15. But no matter WHAT level your character gets to, there is always the risk of encountering a level 97 dragon. Whew!

The sale price is under thirty dollars. This was set lower than many games of comparable complexity to allow the younger folks to purchase it easier. And unlike many games, this one will look great on a black-and-white screen as well as color.

Whenever you return to an Inn, you have the option to save your character to disk (or tape). When you wish to play again, just run the program, reload your player file by name, and continue. When you recall a character from storage, the program does an "erase" on your player file UNLESS you use the letters "SV" as the first two in your character's name. "SVEN" is one that I have used. This enables you to go back to the last version of your stored character instead of starting over with a new one. Telengard is unlike other games because when your character dies, it stays dead. After all, if death has no sting, it isn't death, is it?

The author Don Lawrence spent well over three years in the development of Telengard. As his experience in fantasy roll-playing evolved so did his computer program. His efforts were praised in the "Diversions" column in the March issue of Playboy. "Telengard is one of the most powerful examples of the challenging diversions your computer can offer these days."

Mike O'Brien



Dune Scenario: The Ixian Jihad

As the Dune story continued, the reader was introduced to a new villainous power — the Ixians of the planet Ix. The Ixians specialized in the development of illegal machines, a practice that started after the Butlerian Jihad, directed against machines as smart as or smarter than humans. While Ix and its sister world Richese were the centers of machine culture, both planets escaped punishment and began to secretly build illegal machinery for profit. Ix became so prolific at this "art" that it eventually took credit for all machines built in its star system. While Ix played no part in the struggle for Dune, the Ixians were one of the major factions responsible for the dethroning of Paul Atreides as well as the assassination of his son, the God Emperor.

Because the Ixians were not part of the first Dune drama, a scenario must be presented. The Ixians believe that the time has come for a new holy war to take place. A jihad that would restore the importance and popularity of machines lost in the first jihad, as well as again make Ix the center of machine culture. But there are difficulties. The Ixians are no match for the combined strength of the Lansraad or the Imperium, two formidable factions that could reduce Ix to a burnt-out asteroid. The answer is simple: sieze control of Dune. Whoever controlled Dune controlled the Imperium; with such a prize, their jihad could reach undreamed of heights. A protectorate force could be sent to Dune under the pretense of "securing Ixian investments" (that they had none on Dune did not matter), covert negotiations and surprise attacks would do the rest. It would not be an easy campaign; Ix was not known for its leaders, it also lacked a stronghold on the Dune surface. Advanced mechanics made their troops twice as fast as even the Imperial Sardaukar; covert machine sales would supply the Ixians with

AVALON HILL'S RBG RATING CHART

The following Avalon Hill games are ranked by their reader-generated overall Value rating. Further aspects of reader response to our titles are indicated by the ratings in other categories. By breaking down a game's ratings into these individual categories, the gamer is able to discern for himself where the title's strengths and weaknesses lie in the qualities he values highly. Readers are reminded that the Game Length categories are measured in multiples of ten minutes (thus, a rating of "18" equates to three hours).

ADVENTURE GAME RBG

Title	Overall Value	Components	Complexity	Completeness of Rules	Playability	Authenticity	Game Length			Sample Base
							Shortest	Longest	Year	
1. CIV	1.99	2.17	3.00	2.17	1.96	3.60	18.43	44.52	1982	126
2. TT	2.22	2.26	3.22	2.45	1.95	3.81	16.54	36.30	1982	53
3. DUNE	2.27	2.23	2.99	2.45	2.30	2.32	10.20	16.90	1979	110
4. DIP	2.30	3.18	2.70	2.41	1.82	4.83	24.46	46.24	1976	117
5. CM	2.44	2.88	3.37	2.65	1.85	2.54	9.71	18.96	1981	99
6. GSL	2.48	1.95	5.09	3.04	2.55	2.01	4.97	18.22	1982	86
7. MA	2.76	2.91	3.81	2.84	2.47	4.40	18.36	45.49	1982	26
8. SN	2.85	2.98	4.57	3.71	2.43	4.35	14.45	40.56	1980	56
9. FG	3.03	2.63	7.30	3.11	3.83	2.82	12.51	67.38	1982	51
10. KM	3.03	2.65	5.44	3.60	3.22	3.73	18.66	31.40	1976	147
11. LRH	3.06	3.35	3.28	2.78	2.28	3.64	9.99	13.41	1982	28
12. SST	3.21	2.96	4.97	3.14	3.38	3.20	9.18	28.03	1976	127
13. DWTK	3.24	2.61	4.88	3.00	3.14	3.56	17.73	27.45	1982	41
14. WQ	3.27	2.70	2.15	2.67	2.21	3.94	10.91	17.53	1979	88
15. GL	3.31	2.73	4.06	3.02	2.89	2.88	3.90	11.02	1981	65
16. MR	3.42	2.01	7.62	6.01	3.91	3.18	9.63	29.02	1979	109
17. DH	3.49	3.12	2.81	3.12	2.97	4.16	12.99	19.40	1982	38
18. AW	3.60	3.48	2.71	2.48	2.33	5.06	9.82	16.52	1981	50
19. UFO	5.33	3.41	1.25	1.91	2.66	6.72	5.41	8.83	1978	24

all the spice they would ever need. Nothing could stop their jihad.

The IXIANS:

A. At Start: 20 spice, 20 tokens off-board.

B. Leaders and Values: 2nd Lieutenant-1, 1st Lieutenant-1, Captain-2, Major-2, Colonel-3.

C. Free Revival: 2 tokens

D. Advantages: *You control the production and distribution of illegal machines.*

1. Your tokens can move up to two territories per turn.

2. At the start of each spice collection round, you automatically receive ten spice per turn in addition to any spice you would normally receive, CHOAM charity included.

E. Disadvantage: *You must always move first.*

F. Optional Advantage:

1. In the revival round, all Ixian leaders sent to the Bene Tleilaxu tanks are revived for free (the Bene Tleilaxu and the Ixians were notorious "partners in crime").

G. Karma Powers:

1. When played by the Ixian player, it can be used to allow all Ixian tokens to fight at full strength regardless of whether or not they are supplied by spice. If they are spice supplied to start with, the strength of the units increases by one half per unit (four tokens would have the strength of six, five of seven and one half, and so on).

2. When played against the Ixian player, it destroys all spice he owns.

H. Alliances:

1. Allies can take advantage of the Ixian movement and spice bonuses. The Fremmen movement rate would be unaltered.

I. Strategy:

The Ixian player must con-

tend with two weaknesses – always having to move first and poor leadership. Always moving first means almost no surprise attacks; enemy players will be able to retreat almost at will, fighting only when they want or have to. Low leadership values will force the Ixian player to assign large number of tokens to battles, as well as expend several spice points to support them. While their non-stop spice helps, the Ixians should not engage in non-stop fighting – instead, they are advised to build their strength, prepare themselves for the jihad, then strike!

Kenneth W. Burke

Convention Listings

Niagara Gamefest and Computer Show '84

May 4-6

The third annual gaming con in Ontario, Canada. Contact: Niagara Gamers Association, 223 St. Paul St., Saint Catharines, Ontario, Canada L2R 6V9

ONOCON '84

May 4-6

The organizers call this the largest SF/gaming convention in the central New York area. Held at the Sheraton Inn Convention Center in Syracuse, N.Y., guests of honor include Frederik Pohl, L. Sprague de Camp, Randy Elliott, Carl Lundgren, and Jay Jay Klein. For more information, send SSAE to OnoCon '84, P.O. Box 305, Syracuse, NY 13208.

TRI-STATE CON 1984

May 4-6

At the Cincinnati Technical College in Cincinnati Ohio. Contact: Tri-State Con '84, c/o Boardwalk, 1032 D Felta Ave., Cincinnati, OH 45208, or call (513) 871-2110 or (513) 351-9920.

TEXARKON 3

May 11-13

A SF/fantasy convention to be held at the Tall Timbers Resort and Inn in Texarkana, Ark. Guests of honor include Mr. and Mrs. Theodore Sturgeon, Phil Foglio and Robert Asprin. An art show, auction, video room, costume contests and dealer's room will be featured. Contact: Texarkon, 1021 East 29th, Texarkana, AR 75502.

WILCON

June 23-25

Fifty free events will be held at this location, the Civic Center in Wilmington, IL. Fees: \$4 a day, \$10 for the weekend. Contact: Donald Heck, 1790 Vista Dr., Wilmington, IL 60481, or phone (815) 476-7385.

HEROES Magazine wants to know what's up in your area. Send convention listings, press releases, etc. to HEROES Magazine, 4517 Harford Rd., Baltimore, MD 21214.

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of the World: Legionnaire*

*Powers & Perils
Scenario
Doom
Manor*

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